EUROSYSTEMS

CoCut 2011

User Manual

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Important Information for CoCut Clients

Please check the merchandise after the reception upon completeness and announce possible absence of single parts immediately to your trader.
CoCut is available in two different versions: CoCut ***Professional*** and CoCut ***Standard***

The single versions differ in the complexity of functions.

The **scope of delivery** of a CoCut version includes:

- Program CD (apart from download version)
- Manual on CD or as PDF file

Code number

The sticker is on the inner side of the manual cover. In case of online buy code number is delivered via email.

System requirements

- Minimum requirement: Pentium 1.5 GHz with 512 MB RAM
- Recommended: Pentium 4 or newer with 1 GB RAM
- Windows XP SP3, Windows Vista, Windows 7 / 8 (32 or 64 bit)
- Minimum graphic resolution: 1024 x 768 pixel
- Host program: CorelDRAW Version from 10, alternatively Illustrator from 8, Freehand from 8

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Further helpful information as well as tips and tricks are on our website:

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under the category **Support** / **FAQ**

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- Version-No.: e.g. CoCut Professional 15.002
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CoCut uses the OpenCV

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CoCut uses NLog

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About This Manual

With this manual you receive CoCut. This manual is divided in *8 chapters*.

In chapter ***„Quickstart and installation“*** the installation of CoCut on your Windows computer will be explained. Please follow the installation instruction carefully as the correct installation is the basic for the smooth usage of CoCut.

The chapter ***„How to work with CoCut?“*** is an introduction in handling, tools and functions. The functional principle will be concretized by means of practical examples.

In chapter ***„Reference part“*** all menus and their menu items in their chronological order are explained. This chapter is thought of as *reference book* and should be used in case of doubts about the exact functioning of a command.

In chapter ***„Reference part display preview“*** all menus and their menu items in the display preview in their chronological order are explained. As chapter "Reference Part" it is thought of as *reference book* and should be used in case of doubts about the exact functioning of a command.

In the next chapter all ***„Tools“*** are described.

In chapter ***„Tips and Tricks / Trouble Shooting“*** we have explained a selection of daily problems from our hotline and support experience and give you information for dealing with technical problems.

Typographical Orientation Guides

Display	Meaning
Bold	**Headlines**
Italic	*Indications, accentuations*
Bold, italic	Menus, fields, options e.g. ***new***-command
CAPITAL LETTERS	Name of keys on the keyboard e.g. INS, SRTG, …
KEY1+KEY2	The plus (+) between the key names means that the first key must be kept pressed while pressing the second key. Afterwards, let go the two keys.
KEY1,KEY2	A comma (,) between the key names means that you press the keys one after the other and let them go. Shortcuts and hotkeys
…	Three dots after menu entries and commands always mean that, when activating, a dialog window will be opened.

1 Preface

CoCut Standard 2011™ is add-on software for cutting vinyl from CorelDRAW™, Illustrator and Freehand. In conjunction with one of these professional illustration programs CoCut Standard 2011 cuts yous designs at the push of a button.

Its sophisticated vinyl processing possibilities allow direct control of cutting speed, knife pressure and output precision. Cut by color, multi copies, weeding frames and material optimization are additional features of this exceptional plug-in.

1.1 What CoCut Standard 2011 Can Do?

- CoCut Standard 2011 is able to work with many different cutters and adapt to their particular features. Among these are cutters of well-known manufacturers such as Summa, Mimaki, Roland, Graphtec, Zünd etc.
- CoCut Standard 2011 automatically converts lines to cutable contours.
- Cutting by color
- Cutting preview of vinyl width and display of the amount of vinyl used.
- Positioning, resizing, duplicating, etc. of objects.
- CoCut Standard 2011 evaluates the data produced by the host program and prepares it for cutting on the selected cutter.
- CoCut Standard 2011 can cut even extremely large drawings without any difficulty. You can resize and segment your drawings to any scale you wish, no matter what the size of the drawing in the host program.
- If the drawing is too wide for your cutter, it will be automatically sectioned, i.e. divided so that your cutter can cut it.
- You can set up default values for printing and speed for different materials. These values can be stored in a material database for reuse at any time.
- While your cutter is cutting, you can continue working with CorelDRAW or any other Windows program. The cutter works in the background.

2 What's new in CoCut Standard 2011?

- Now also usable without host program with import function included
- Optional with job preview window
- Symbol toolbar for CorelDRAW X6
- Menu commands for Illustrator CS6 and CC
- Now more than 600 cutting plotter driver included
- Windows 7 / 8 compatible

To change without notice. November 2013

3 Quickstart and Installation

3.1 Quickstart

3.1.1 How to Install CoCut?

3.1.1.1 Step 1: Connection

Cutter control via USB

Install cutter USB drivers, which were delivered by the cutter manufacturer. Please use the instructions given by cutter manual.

Cutter control via COM port (serial)

Make sure, that cutter and serial Windows port are configured **identically**.

You´ll find this port configuration in the system *Control Panel* under: *System/Hardware/Device Manager/Ports/Communications Port*. Select via double click the respective port (e. g. COM1) and activate *Port Settings.*

Default settings are: Bits per second: 9600 or 19200, Data bits: 8, Parity: None, Stop bits: 1, Flow control: Hardware

Check also Resources: COM 1: I/O Range 03F8 and IRQ 4 and COM 2: I/O Range 02F8 and IRQ 3 respectively

3.1.1.2 Step 2: Installation

Insert the CoCut installation CD. With the ***Autorun*** function switched on following dialog opens. If the ***Autorun*** function is deactivated open the Windows Explorer and start the file ***install.exe*** in the main directory of the CD. Select product CoCut Standard 2011 and start installation.

3.1.1 How to Install CoCut?

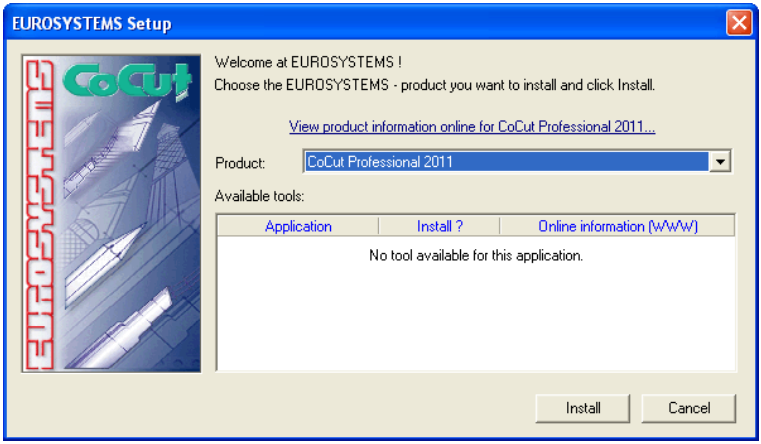


Fig. 3.1-1: Autorun window

Note: Installation process is done again for each selected application.

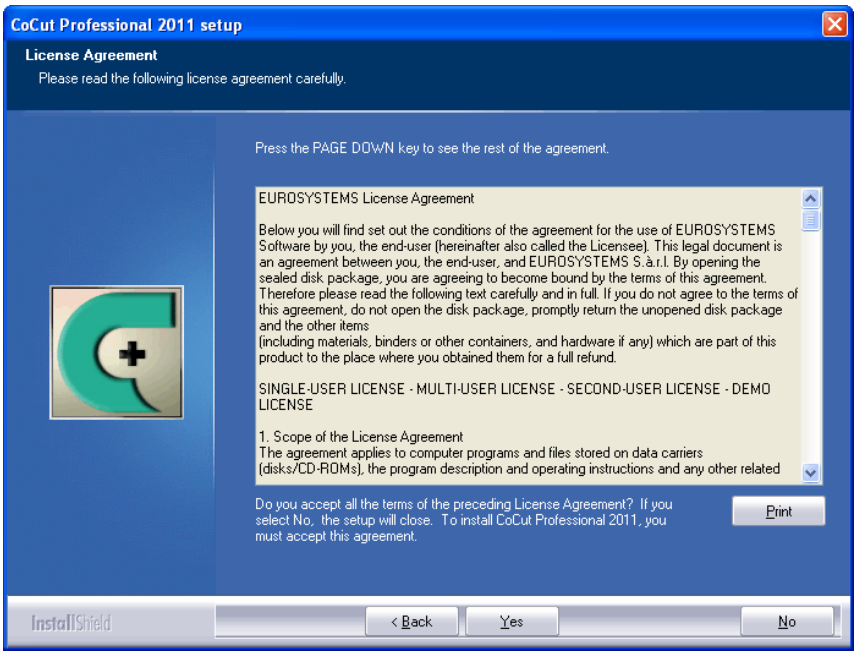

CoCut Professional 2011 setup
License Agreement
Please read the following license agreement carefully.
Press the PAGE DOWN key to see the rest of the agreement.
EUROSYSTEMS License Agreement
Below you will find set out the conditions of the agreement for the use of EUROSYSTEMS Software by you, the end-user (hereinafter also called the Licensee). This legal document is an agreement between you, the end-user, and EUROSYSTEMS S.à.r.l. By opening the sealed disk package, you are agreeing to become bound by the terms of this agreement. Therefore please read the following text carefully and in full. If you do not agree to the terms of this agreement, do not open the disk package, promptly return the unopened disk package and the other items
(including materials, binders or other containers, and hardware if any) which are part of this product to the place where you obtained them for a full refund.
SINGLE-USER LICENSE - MULTI-USER LICENSE - SECOND-USER LICENSE - DEMO LICENSE
1. Scope of the License Agreement
The agreement applies to computer programs and files stored on data carriers (disks/CD-ROMs), the program description and operating instructions and any other related
Do you accept all the terms of the preceding License Agreement? If you select No, the setup will close. To install CoCut Professional 2011, you must accept this agreement.
Print
InstallShield
< Back
Yes
No

Fig. 3.1-2: EUROSYSTEMS Software License Agreement

In this dialog the installation folder for CoCut Standard 2011 is chosen. By default the folder C:\Program Files\EUROSYSTEMS\CoCut Standard 2011 is suggested.

If CoCut should be installed to another folder, please click ***Browse*** button and select the desired destination folder.

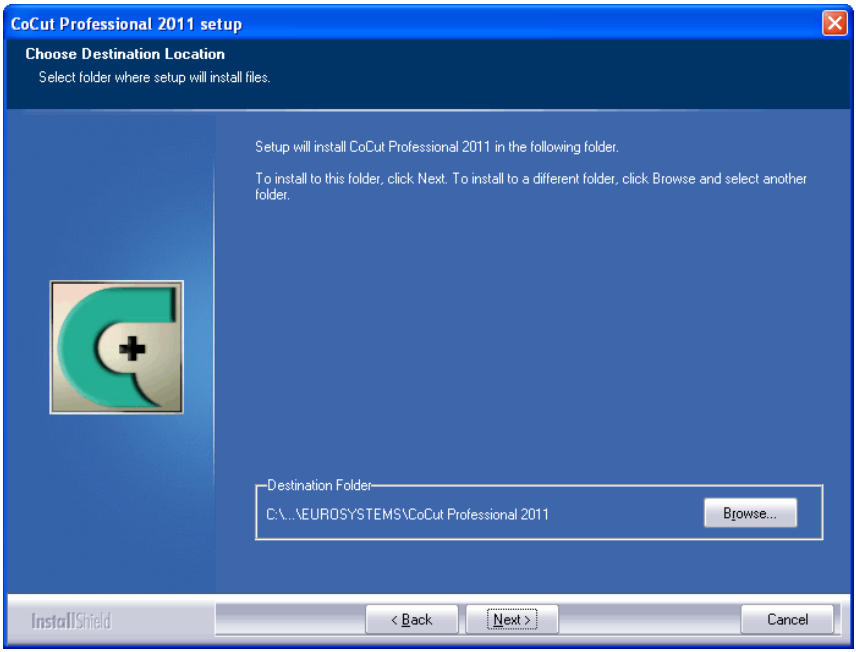
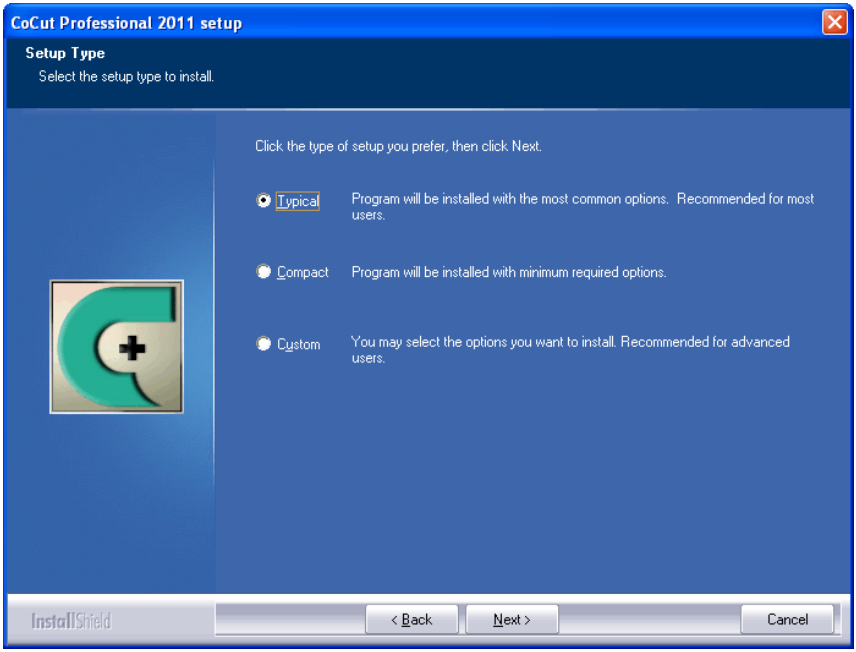

CoCut Professional 2011 setup
Choose Destination Location
Select folder where setup will install files.
Setup will install CoCut Professional 2011 in the following folder.
To install to this folder, click Next. To install to a different folder, click Browse and select another folder.
Destination Folder
C:\...\EUROSYSTEMS\CoCut Professional 2011
Browse...
InstallShield
< Back
Next >
Cancel

Fig. 3.1-3: Selection of destination folder

Hint: To install additional drivers select custom setup.

3.1.1 How to Install CoCut?


CoCut Professional 2011 setup
Setup Type
Select the setup type to install.
Click the type of setup you prefer, then click Next.
Typical
Program will be installed with the most common options. Recommended for most users.
Compact
Program will be installed with minimum required options.
Custom
You may select the options you want to install. Recommended for advanced users.
InstallShield
< Back
Next >
Cancel
Fig. 3.1-4: Selection of setup type

Default program folder in the start menu is EUROSYSTEMS\CoCut Standard 2011.

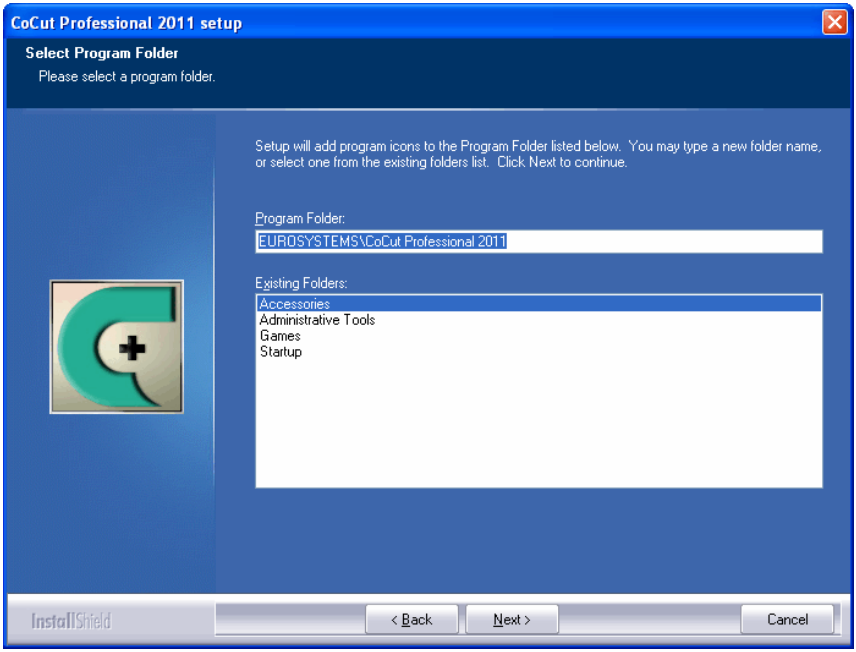

CoCut Professional 2011 setup
Select Program Folder
Please select a program folder.
Setup will add program icons to the Program Folder listed below. You may type a new folder name, or select one from the existing folders list. Click Next to continue.
Program Folder:
EUROSYSTEMS\CoCut Professional 2011
Existing Folders:
Accessories
Administrative Tools
Games
Startup
InstallShield
< Back
Next >
Cancel

Fig. 3.1-5: Position in start menu

3.1.2 Enter License Data (without Dongle)

3.1.2.1 Use .ecf file: Recommended, if license data was sent via email.

In the eMail with license data you´ll find an attached file with the extension .ecf.

A double click on this file will license your software automatically!

3.1.2.2 Manually, if license data is printed on a sticker, which is located in the package (inner left hand side).

On this sticker you´ll find information about program version, serial number, user data and the code itself.

Important! All license data must be entered exactly how printed!

3.1.2 Enter License Data (without Dongle)

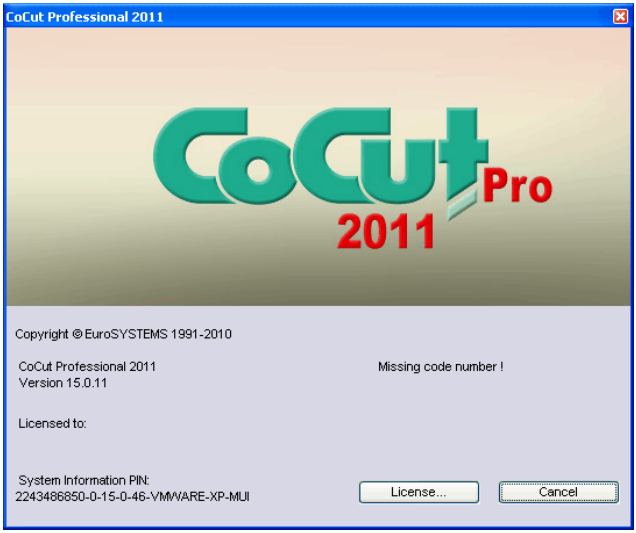


Fig. 3.1-6: Start window with invalid code

By clicking "***License...***" button following dialog is opened.

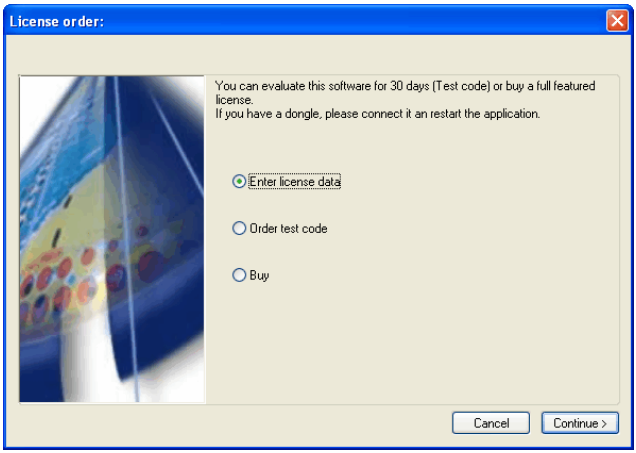

License order:
You can evaluate this software for 30 days (Test code) or buy a full featured license.
If you have a dongle, please connect it an restart the application.
Enter license data
Order test code
Buy
Cancel
Continue >

Fig. 3.1-7: Option for first installation of CoCut Standard 2011

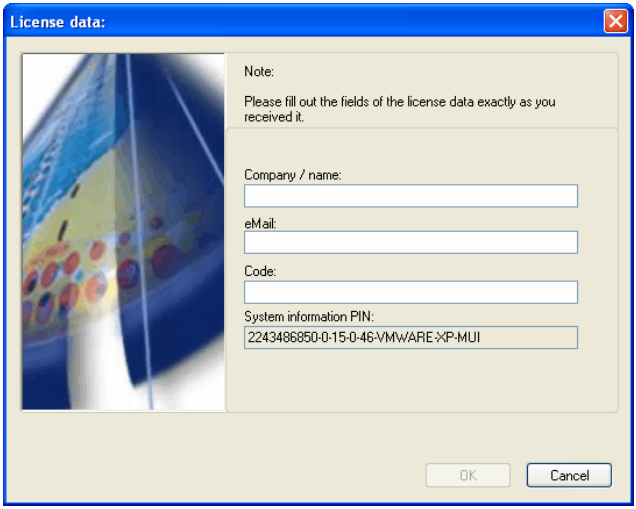


Fig. 3.1-8: These fields have to be filled with license data

3.1.3 Enter License Data (with Dongle)

If copy protection is realized using a dongle (frequently in case of upgrades), don´t forget to connect the dongle with a port on your PC.

3.1.3.1 Manually, if license data is printed on a sticker, which is located in the package (inner left hand side).

On this sticker you´ll find information about program version, serial number and the code itself.

Important! All license data must be entered exactly how printed!

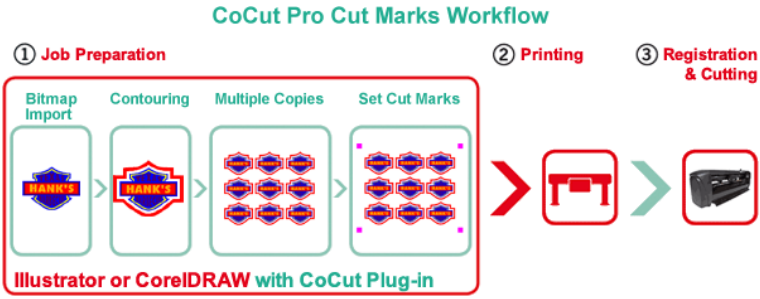
3.2 The Cut Marks Toolbar

All object functions of the Cut Marks Toolbar act directly on the host program's (CorelDRAW or Illustrator) objects. This extends host program's functionality with this tools so that the whole Print & Cut workflow can be prepared and given out with CorelDRAW or Illustrator. Of course, CoCut Standard 2011 can be started without a host program. The described tools are also available in the standalone version.

Important note: The functionality described here is only possible with CorelDRAW X3 to X6 and Illustrator CS3 to CS6 and CC! Implementation in older CorelDRAW and Illustrator versions: please refer to 3.3: Autoexport - Scripts

3.2.1 The Cut Marks Workflow

The following graphic illustrates the Print & Cut workflow (Cut Marks Workflow) inside the host program (CorelDRAW or Illustrator).



Starting point of the Cut Marks Workflow is a bitmap, which gets contoured as first step. In the second step multiple copies are generated. In the next step suitable register marks are placed around the copies.
This Job must be printed on a suitable printer and is finished with a cutting plotter (cutter) equipped with an optical sensor. The so called registration - Cut Marks recognition - corrects the prints deviations and the job is cutted. The result of this process are exactly cutted copies in any number and size.

3.2.2 The Cut Marks Toolbar in CorelDRAW X3-X6

Fig. 3.2-1: Toolbar in CorelDRAW X3-X5

The buttons 1 to 4 were so arranged from left to right that the Cut Marks Workflow is executed.

3.2.3 The File Menu Entries in Illustrator CS3-CS6, CC

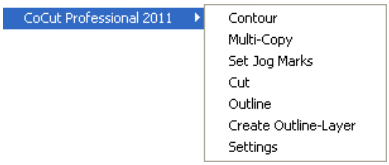


Fig. 3.2-2: Illustrator sub menu CoCut Standard 2011

The buttons 1 to 4 were so arranged from top to bottom that the Cut Marks Workflow is executed.

3.2.3.1 Buttons of the Cut Marks Toolbar in CorelDRAW X3-X6

Important note: The following descriptions are valid also for Illustrator CS3 to CS6!

1 The *Create Contour* Button

Fig. 3.2-3: Create Contour Icon

2 The *Multi Copy* Button

Fig. 3.2-4: Multi Copy Icon

please refer to 7.3: The *Object Parameter* Toolbar

3 The *Set Jog Marks* Button

Fig. 3.2-5: Set Jog Marks Icon

4 The *Cut* Button

Fig. 3.2-6: Cut Icon

please refer to 4.4.1: Cutting - Milling - Creasing - Drawing …

5 The *Create Outline* Button

Fig. 3.2-7: Create Outline Icon

6 The *Create Outline Layer* Button

Fig. 3.2-8: Create Outline Layer Icon

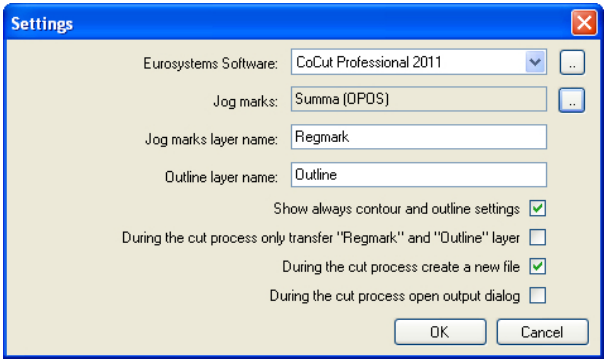
After activating this button the object attribute is changed and a spot color for the selected contour, which was **not** generated with the CoCut Standard 2011 button, is assigned.

7 The *Settings* Button

Fig. 3.2-9: Settings Icon

A click on the *Settings* Button open the *Settings* window.

3.2.3.2 The *Settings* Dialog



***Eurosystems Software* Field**

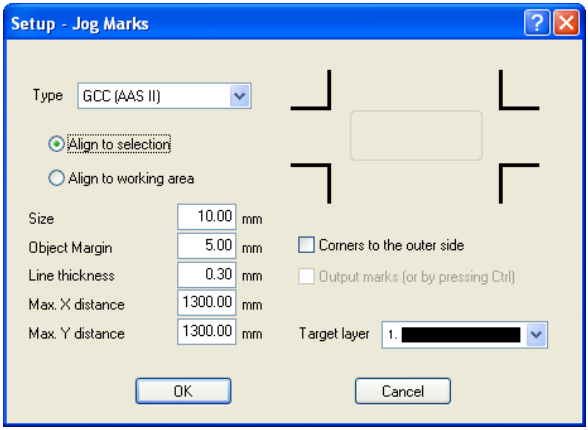
Fig. 3.2-10: 2 Point Icon

A click on the 2 point button enables the selected program and allows changing of *Settings* parameters.

***Jog Marks* Field**

Fig. 3.2-11: 2 Point Icon

A click on the 2 point button opens the *Setup - Jog Marks* dialog. It allows the selection of the appropriate cut marks for the plotter, in case your cutter has an optical sensor and its driver supports this feature.



***Jog Marks Layer Name* Option**

This option enables the assignment of an individual layer name. Then this jog marks layer can be identified at any time and the jog marks can be selected.

***Outline Layer Name* Option**

This option enables the assignment of an individual layer name. Then this outline layer can be identified at any time and the outline(s) can be selected.

***Show Always Contour and Outline Settings* Option**

If this option is enabled then the dialogs which allow the parameter definition are always displayed, when the appropriate button was activated.

***During the Cut Process only Transfer 'Regmark' and 'Outline' layer* Option**

If this option is activated then only the objects are transferred to CoCut Standard 2011 to which this two layers have been assigned: regardless of the current selection!

***During the Cut Process Create a New File* Option**

If this option is enabled then after pressing the *Cut* button a new window in CoCut Standard 2011 is opened and all or all selected objects are copied into the new window.

During the cut process open output dialog **Option**

If this option is activated then after pressing the *Cut* button the *Output* dialog is opened.

3.3 Autoexport - Scripts

Autoexport means that data from external programs (CorelDRAW, Illustrator, Freehand) are imported automatically into CoCut - quasi at the push of a button. To do this the scripts are either integrated into the external program's menu structure or toolbar..

3.3.1 Insert CoCut Icon in CorelDRAW Toolbar

3.3.1.1 CorelDRAW 10, 11, 12, X3, X4, X5, X6

Indication: CorelDRAW must be installed with the option "Visual Basic for Application".

This option can be installed as follows:

Insert CorelDRAW 10/11/12/X3/X4/X5/X6 medium into the drive / start setup / select type of installation „***Custom setup***". If already a CorelDRAW-version is installed on your computer, first select „***user defined setup***" and then „***Custom setup***".

In the dialog that opens now, double click on main applications or one click on the ***Plus***-field. Here, double click on ***productivity support*** and activate the option „***Visual Basic for Application***". After the installation of CoCut you have to link the CoCut Script with the toolbar.

- Select the menu ***Tools*** / ***Customization***
- Select the option ***Workspace*** / ***Customization*** / ***Commands*** in the left option bar
- Right next to the option bar, click once on ***File*** and select ***Macros*** and drag ***Corun...*** or ***Cocut...*** to the toolbar of CorelDRAW 10/11/12/X3/X4/X5/X6.
- Activate the tab ***Appearance***. Here, press the ***Import***-button and select any symbol.
  Indication: the symbol disappears at each new start of CorelDRAW 10 and changes to the book-icon (CorelDRAW Bug in the User Interface).
- Select the option ***Workspace/Customization/Command Bars*** in the left option bar .
- Change the name of the toolbar „***New ToolBar 1"*** to CoCut.
- Click on OK.

3.3.1.2 CorelDRAW 9

- Select the menu ***Tools***
- Select the menu item ***Options***
- Select the option ***Workspace*** / ***Customize*** / ***Toolbars***
- Double click on ***Application Scripts***
- Select the ***Corun9.csc*** from the script list
- Select any symbol and drag it - while keeping pressed the left mouse button - to the CorelDRAW-toolbar.
- Press the OK-button

3.3.1.3 CorelDRAW 8

- Select the menu ***Tools***
- Select the menu item ***Options***
- Select the file card entry ***Workspace*** / ***Customize*** / ***Toolbars***
- Double click on ***Application Scripts***
- Select the ***Corun8.csc*** from the script list
- Select any symbol and drag it - while keeping pressed the left mouse button - to the CorelDRAW-toolbar.
- Press the OK-button

3.3.1.4 CorelDRAW 7

- Select the menu ***Extras***
- Select the menu item ***Adjust***
- Select the file card entry ***Toolbar***
- Double click on ***Application Scripts***
- Select the ***Corun7.csc*** from the script list
- Select any symbol and drag it - while keeping pressed the left mouse button - to the CorelDRAW-toolbar.
- Press the OK-button

3.3.1.5 CorelDRAW 6

- Select the menu ***Extras***
- Select the menu item ***Adjust***
- Select the file card entry ***Toolbar***
- Double click on ***Script general***
- Select the ***Corun6.csc*** from the script list
- Select any symbol and drag it - while keeping pressed the left mouse button - to the CorelDRAW-toolbar.
- Press the OK-button

If you now mark one or several objects and click on the thus created icon, the objects are passed on to CoCut and can be plotted.

3.3.2 CoCut Script in Adobe Illustrator 8-10, CS-CS6, CC

CoCut is in the ***file*** menu underneath the menu item ***export***.

How does the transfer of data from Illustrator 8, 9, 10, CS, CS2, CS3, CS4, CS5, CS6, CC to CoCut take place?

Start CoCut from the ***file*** menu. If the objects are marked, only the marked objects are passed on to CoCut. If also texts are passed on they will automatically be converted to curves.

Indication: If no objects are marked, CoCut is not active!

Indication: Special process color fills are not passed on.

3.3.3 CoCut Script in Macromedia Freehand

Freehand 8, 9, 10, MX

CoCut is in the ***Xtras*** menu underneath the menu item ***Animate*** and in the ***window*** menu / menu item ***Xtras*** under functions.

How does the transfer of data from Freehand 8, 9, 10, MX to CoCut take place?

Selected /marked objects

Start the CoCut via the ***Xtras*** menu. If the objects are marked, only the marked objects are passed on to CoCut.

All objects

Start the CoCut via the ***Xtras*** menu. If no objects are marked, all objects on the desktop are passed on to CoCut.

Indication: Process color fills and lens effects are not passed on.

Indication: Freehand 8 possesses a color correction mechanism (as for example CorelDRAW), that influences the display of the colors in Freehand.

Solution: Switch off the function in the file menu / menu item settings / tab color

3.4 Selection of The Device Driver

Please, select first your output device from the list ***driver***. In the field ***name of device*** the identical name for the selected device that is shown in the cutting dialog appears. This name can be changed individually in this field. After the selection of the driver please select - in the area ***type of connection*** - the ***device type*** with which the device is connected to the computer.

Tip: If the driver you search for is not in the list you can try another driver from the same manufacturer.

3.4 Selection of The Device Driver

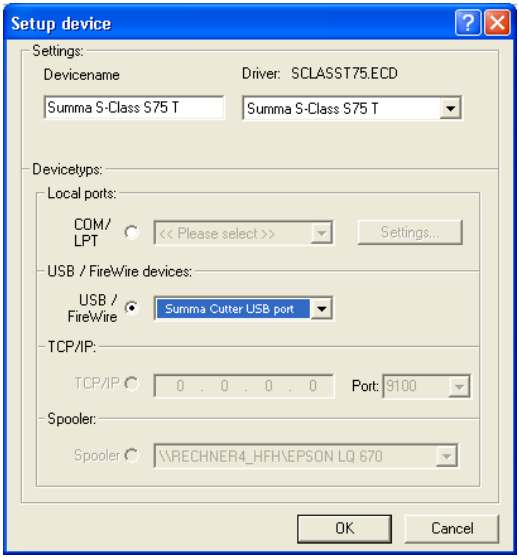


Fig. 3.4-1: Dialog for the selection of the device driver

Detailed information for the setting of the ***local interface*** is here: **please refer to 4.4.1: Cutting - Milling - Creasing - Drawing ...**

4 How to work with CoCut

4.1 Desktop and Working Sheet

4.1.1 I. Desktop

The so-called Desktop means the whole visible program window including **Toolbars, Working Sheet** and **Desktop** background.

Note: On the background can be placed any desired number of objects. The size of the background is limited only by the resources of your computer. Thus the layout can be done basically in 1:1 scale.

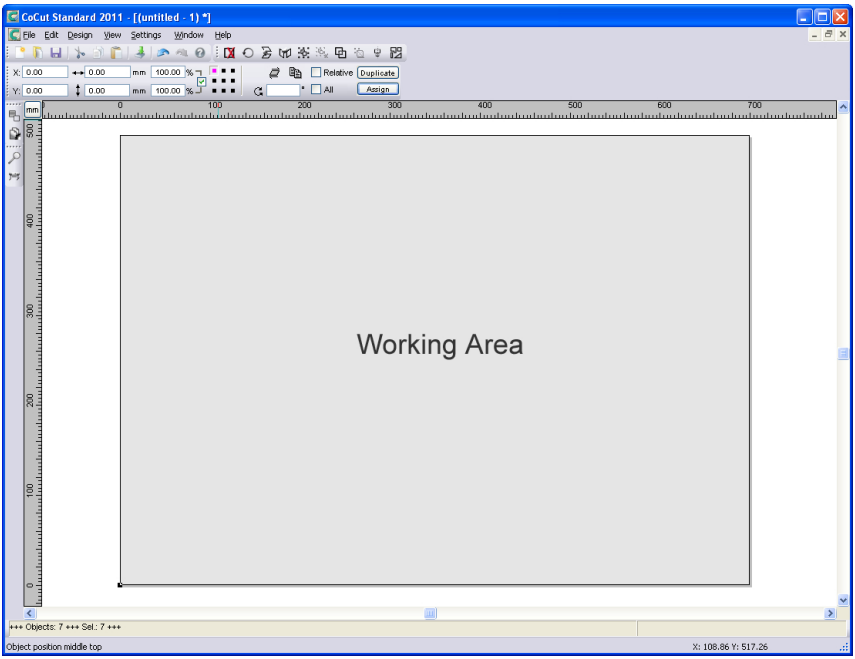


Fig. 4.1-1: Desktop with working sheet (here: gray), Background (here: white), Toolbars, Sidebar, Rulers, Statusbar

4.1.2 II. Working Area

The so-called **Working Area** is a sub area of the CoCut desktop. The working sheet is - as a rule - the same format that is given out later on your device. Besides the known DIN formats arbitrary formats can be applied e. g. different sign sizes.

4.1.2 II. Working Area

Note: The working area is used primarily for guidance. The format of the working area has no influence on the output on a connected device. The output preview window displays what is given out.
please refer to 4.4.1: Cutting - Milling - Creasing - Drawing ...

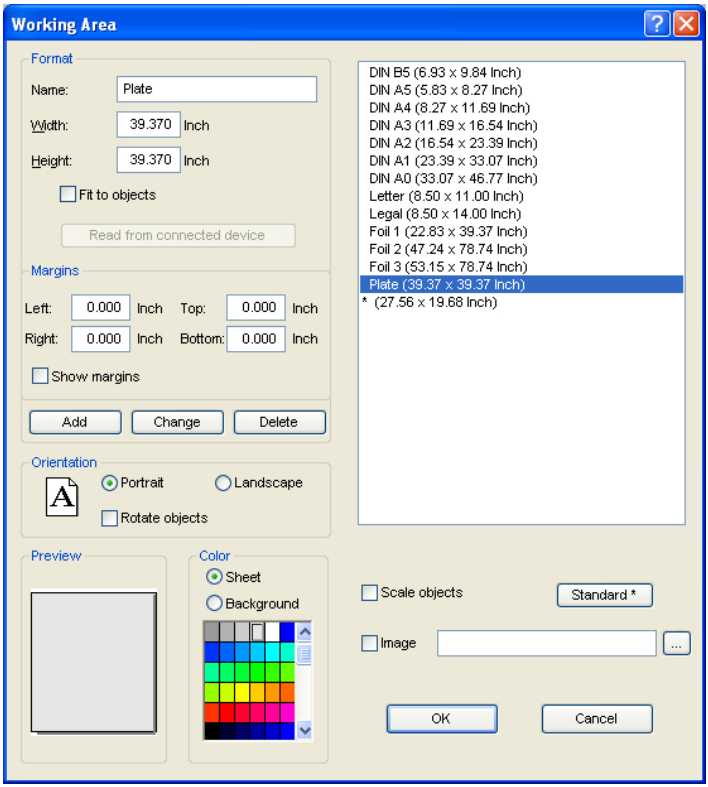


Fig. 4.1-2: Working Sheet Setup

4.1.2.1 Format

Name

In this field the ***name*** of the new format is entered resp. that of the selected format

Width

Hereby, the ***width*** of a format is assigned.

Height

Hereby, the ***height*** of a format is assigned.

***Rescale to Objects* Option**

This option fits the working sheet to the objects which are located on the desktop background.

***Read Out Connected Device* Button**

A connected device can - if the read out command can be processed by the devices' controller - define the size of the working sheet.

4.1.2.2 Margins

Left, Right, Top, Bottom

In this 4 field the distance from the margins to the sheet edge is defined.

Note: Also negative values are allowed.

Display Leaf Margins

This option shows margins as dotted aid lines above the working sheet.

4.1.2.3 Alignment

Portrait

This option defines, if the format is displayed as portrait.

Landscape

This option defines if the format is displayed as landscape.

***Rotate Objects* Option**

This option defines, if the objects which are located on the working sheet or desktop background, are also rotated when the alignment is changed.

4.1.2.4 Preview

In this area *Working Sheet, Background Color, Background Image, Proportion* and *Alignment of the working sheet* is displayed.

4.1.2.5 Color

Working Sheet

This option defines the color of the working sheet.

Background

This option defines the color of the desktop background.

4.1.2.6 List of Formats

***Rotate Objects* Option**

This option scales, decreases or increases - all objects on the desktop background proportional to the values of the changed format of the working sheet.

Standard** **Button

The *Standard* button marks the selected format in the list of formats and saves the selection. With each new job this format is preselected.

***Image* Option**

This option shows the selected bitmap on the working sheet.

Button

The button opens a window, in order to search or insert the desired image.

4.2 The CoCut Layer dialog

In the layer-settings dialog the parameters necessary for the output are set and attributed to an object, a color respective a layer. The dialog opens by a right mouse click on the CoCut layer-toolbar in the main window.

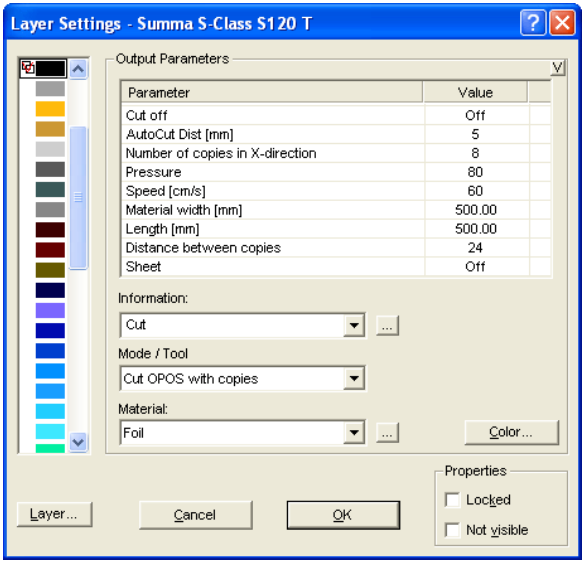


Fig. 4.2-1: Layer setup with adjustment of output parameters

In the ***Information*** field a name for the layer can be entered. This name is shown later in all dialogs in which the colors of the objects are needed.

In the ***Mode / Tool*** field the output tool can be selected from a list. The tools shown here depend on the used output driver.

In the ***Material*** field already saved material-configuration can be called up. The material-configuration can be created, saved or deleted with the button right of the selection box.

Indication: By clicking with the left mouse button on another color the settings are saved and the values of another layer can be edited.

4.3 Import

With this command the graphics that have *not* been saved in the CoCut-job-format are transfered to the working surface.

The functionality of this dialog box corresponds to the ***open file*** command. Differences are only due to the possibility to change the size of the data to be imported by means of the parameter ***X-*** and ***Y-factor***. The desired file is chosen respectively specified via the ***name of file, type of file*** and ***directories*** (search in).

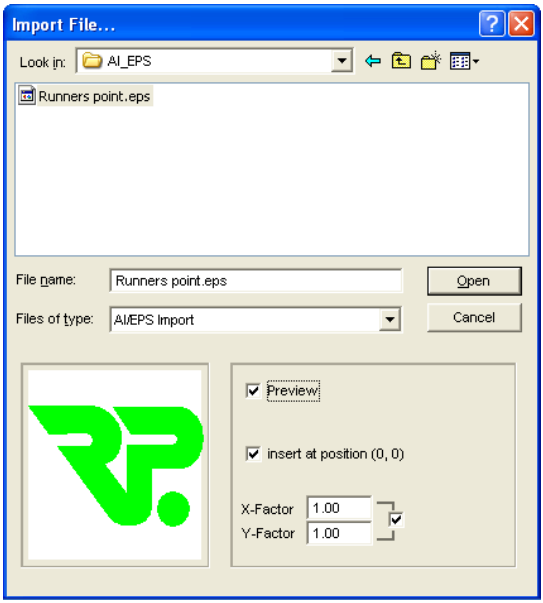


Fig. 4.3-1: Import window with preview

With the preview window in the import dialog all following **formats** can be displayed.

*.ai/eps, *.pcx, *.jtp, *.tif, *.bmp, *.wmf, *.emf, *.dxf, *.gif, *.hpgl, *.gtp, *.ik

Indication: With text files (*.txt) the preview window is switched off.

4.3.1 Import Presettings

For many import operations, **constraints** can be defined to be taken into account **before**, **during** or **after** importing the data. Constraints can effect the DXF or HPGL import or all import operations.
Also for export constraints are definable in this window. Thus, a special option on job files can be activated, for example, the PDF export. The **constraints** are extensively recorded

in the following article. **please refer to 5.6.1.4: The *Filter* Setup**

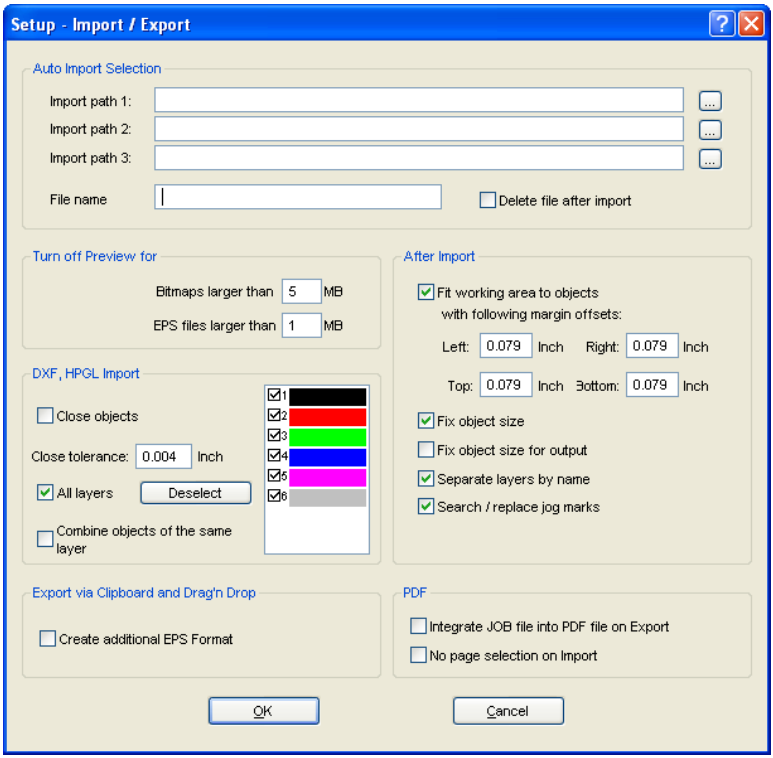


Fig. 4.3-2: Determination of constraints with import of data

4.3.2 PDF Import

4.3.2.1 Additional Options

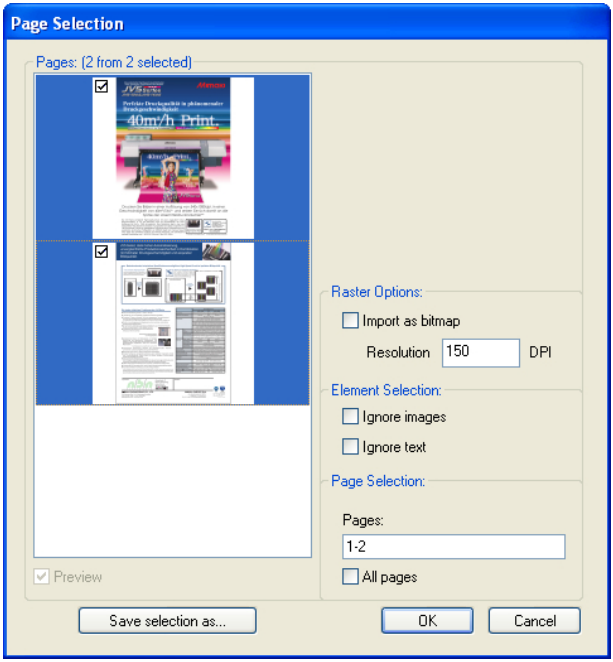


Fig. 4.3-3: Options concerning import of data

Raster Options

Import as Bitmap Option

If the ***Import as Bitmap*** option is enabled, then all vectors will be rastered into a bitmap before the import.

Resolution

The value in dpi

Element Selection

Ignore Images Option

If the ***Ignore Images*** option is enabled, then no images will be imported.

Ignore Text Option

If the ***Ignore Text*** option is enabled, then no texts will be imported.

Page Selection

In the **input field** the page number can be entered, which should be imported.

All Pages Option

If the ***All Pages*** option is enabled, then all pages of the document will be imported.

Search in

In the row ***Search in*** the path can be set that shall be searched.

File name

If the file name is know it can be entered into this field

Type of file

Here, you have to choose the format of the file to be imported in order to activate the corresponding import filter

Preview

The activation of this option draws a preview of the file content to the left preview window

Insert at Position (0,0)

This option inserts the objects at the 0 (zero) position of the CoCut-working surface.

X Factor, Y Factor

With these two factors the data can be scaled (increased or decreased) during the import. The scale can be proportional or unproportional.

4.4 Typical Applications

4.4.1 Cutting - Milling - Creasing - Drawing …

4.4.1.1 Device Setting - Interface Setup (Local Device)

The CoCut output

With this command you activate the module for *cutting, milling, creasing* and *drawing* of your data.

You activate this function via the button in the ***tools*** toolbar or via the ***file*** menu, menu entry ***output…*** **S**

Fig. 4.4-1: The output button

When *first* opening this dialog another dialog will be opened before in which the *driver of the device* as well as the *connection* has to be defined.

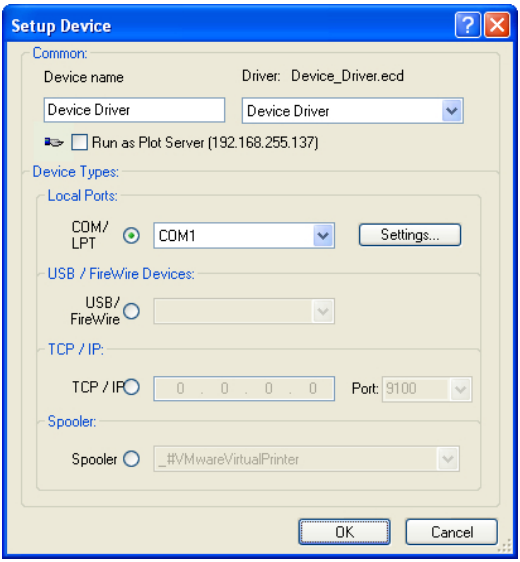


Fig. 4.4-2: Driver and selection of the connection

General

Under the part of the dialog named ***General*** you select the ***driver of the device***.

In the right list all device ***drivers*** are listed that are available in CoCut. In the left list an individual name for the driver can be distributed. This name will be used in the output dialogs of CoCut.

Enable as server

Requirements are at least 2 licenses of CoCut.

If the option ***enable as server*** is activated the output device will be marked as ***plot server*** and can be used by another ***Plot Manager*** for the output.

The characteristic features of an output device are that a driver for the processing of the data has to be distributed to this output device. On the computer on which the Plot Manager is running the job data for the output are transformed into device data by means of a driver. The output of the device data can be done in several ways:

Types of connection

Local interfaces

Local interfaces are the interfaces (COM1, COM2, ..., LPT1, LPT2, ...) that are directly on your computer.

The activation of the ***settings*** button opens a dialog for the configuration of the interface. These settings that are done here apply for the whole system.

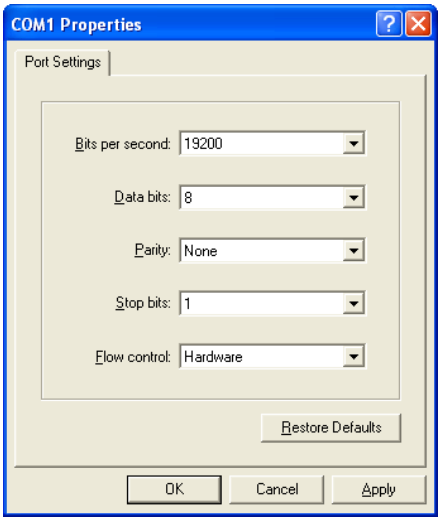


Fig. 4.4-3: Dialog for the setting of the interface parameters

Indication: When steering serially you have to pay attention that all settings on the side of the computer as well as on the side of the output device correspond. Otherwise there is no or faulty communication between them.

USB / Firewire Devices

Here, all momentarily connected ***USB / Firewire devices*** are listed.

TCP / IP

Here, you have to enter the TCP / IP address and the port number to which shall be output.

Spooler

Here, you can select a Windows printer driver.

When opening the ***output*** dialog again it will be opened *directly* with the previously set device driver.

4.4.1.2 Device Setting (Network Device)

When selecting the menu item ***create network device …*** following dialog will be opened:

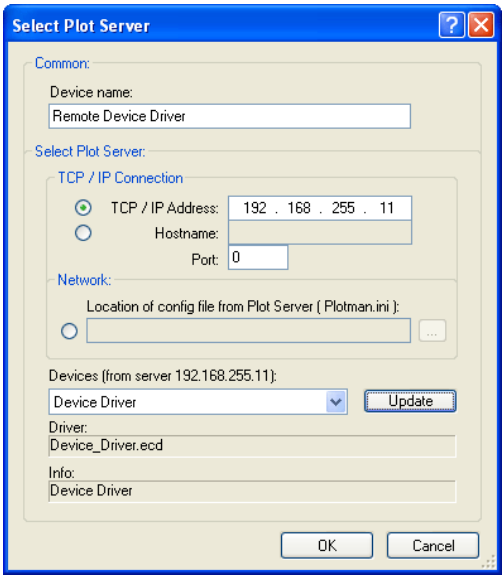


Fig. 4.4-4: Dialog for the configuration of a plot server

A ***network device*** enables the output of CoCut jobs on a Plot Manager that runs on *another* computer. Contrary to a "normal device" the data are not locally transformed into device data but transferred unchanged to the plot server for the further processing.

Device name

In the entry line enter the name of the device.

Server selection

In the area named ***server selection*** enter the ***TCP/IP address*** if you use a TCP / IP connection or the ***name of the computer*** that is used.

Network

If a connection shall be done via a ***network*** the configuration file of the plot server, the ***plotman.ini***, must be selected.

Devices (of server)

If the ***actualize*** button is pressed the ***devices*** of the server are read.

Indication: The device of the server can only be read if the server was selected as only then, the devices of the server are available.

Driver

In the field ***driver*** the device driver is entered that the server uses for *this* device.

Indication: This driver must also be created locally, which means as local device.

4.4.1.3 Start of The Output from The CoCut Working Surface

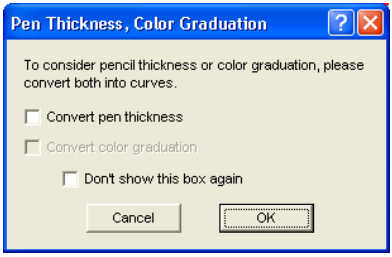

Pen Thickness, Color Graduation
To consider pencil thickness or color graduation, please convert both into curves.
Convert pen thickness
Convert color graduation
Don't show this box again
Cancel
OK

Fig. 4.4-5: Pre-processing line weight and color gradient

If a CoCut job contains objects with the attributes *contour/line weight* or *color gradient* the previous dialog appears. Here, the object attributes can be transformed into vectors so that they are taken into consideration at the output. After clicking on the ***OK*** button the object attributes are transformed into curves.

4.4.1.3.1 Output to device

There are 2 displays of the output to the device dialog: The ***min.***(imized) and the ***max.***(imized) display that can be activated with the so named button.

4.4.1 Cutting - Milling - Creasing - Drawing …

< Min. display (Standard)

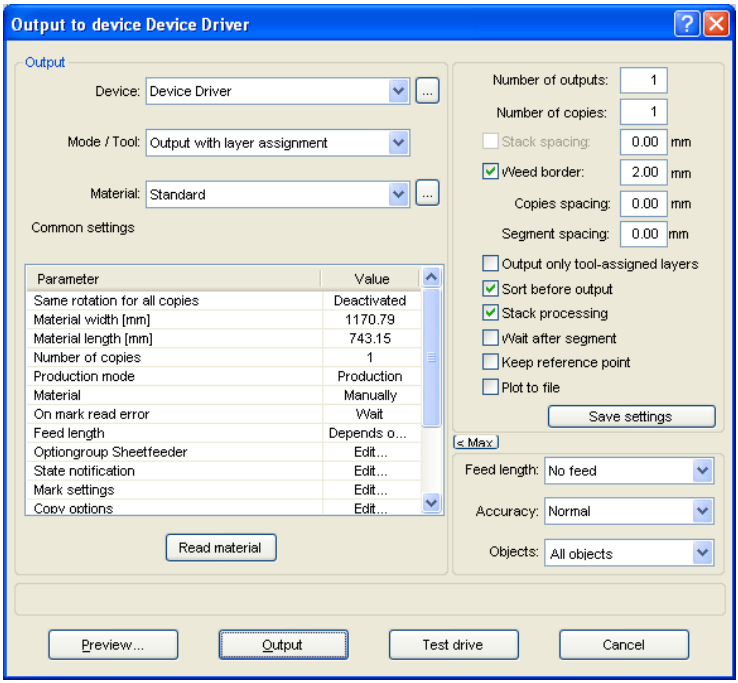


Fig. 4.4-6: Output dialog in < Min display

< Max. display

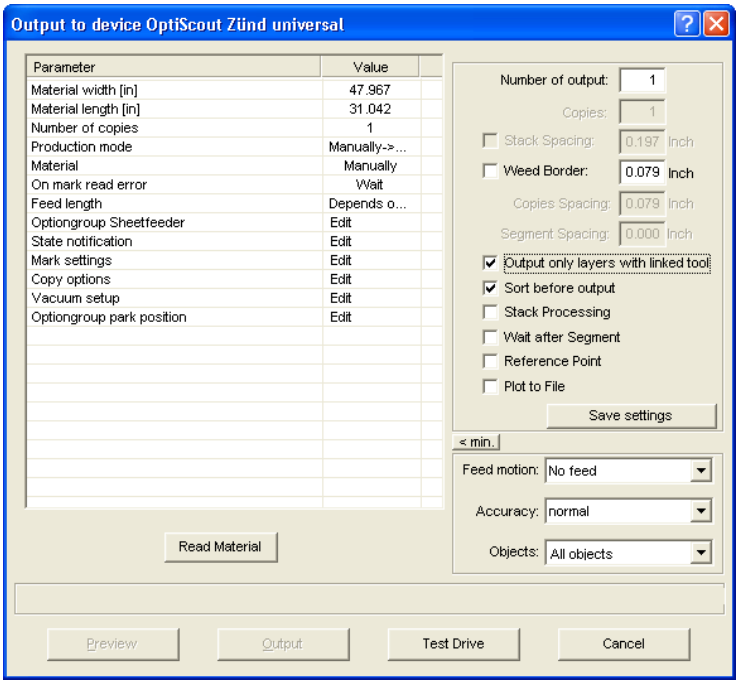


Fig. 4.4-7: Output dialog in > Max display

Output

In the area named output of the ***output*** dialog are all selection fields or parameters that are directly in contact with the output device.

Device

In the field ***device*** the previously defined output device is shown.

If the button is pressed further menu entries are available:

Fig. 4.4-8: Device pop up menu

Add local device

With this option further ***local devices*** for the output can be defined.

Connect to Plot Manager

With this option devices for the output and that are in the network can be defined.

Change

With this option modifications as for example another interface can be defined.

Delete

With this option a device connection can be canceled or deleted.

Mode / Tool

In the field ***mode / tool*** you select if you want to cut, mill, crease, draw with your device. The functions that are available here depend on the active driver.

Material

In the field ***material*** you select the material that shall be cut. This field is linked to a database that has to be filled which means that the different data for different foils are entered. For example the settings of print, speed and width on normal foil can be different to flock or metal foil. These values can be defined individually as they depend on the material and the device that are used.

Pressing the … button opens the following pop up menu:

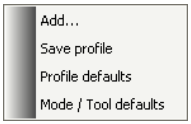


Fig. 4.4-9: Pop up menu of the material … button

Add

Activating the ***add*** menu item writes a new data record to the material database.

Save material data

If the menu item ***save material data*** is selected the previously entered or changed values are written in the database.

Mode / Tool defaults

If the menu item ***mode / tool default*** is selected the values from the database for this tool are taken over.

Material defaults

If the menu item ***material default*** is selected the values from the database for this material are taken over.

4.4.1.3.2 General Settings

The area ***General settings*** allows the access to the parameters of the device and driver. The area is divided in ***parameter*** and ***value***. The width of the display can be changed by moving the vertical line between the areas with the mouse. Whenever value is written under **„edit"** a double-click opens the corresponding window for the setup of the group parameter.

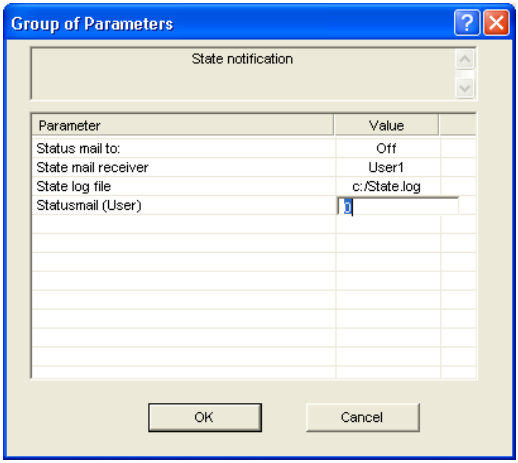


Fig. 4.4-10: Example for an opened parameter group

Number of outputs

The value in the field ***number of outputs*** indicates how often the repetition of the job-output with all set device-parameters shall be carried out.

Number of copies

In the field ***number of copies*** you define how often the *selected* objects shall be cut. After the cutting this value is automatically set back to 1.

Stack spacing

The value in the field ***stack spacing*** defines if the copies shall be stacked vertically and which space has to be kept between the copies. Pre-condition for the activation of this option is that the selected object can be cut more than one time on top of each other!

Indication: In the stacking preview the first object is shown „normally". Each further object of the stack is shown dashed in blue.

Weeding border

With the option ***weeding border*** it is defined if and with which space a rectangle is cut around the plot that facilitates the weeding of the foil. In the ***output preview*** the frame - if activated - is shown *dashed in blue*.

Copies spacing

The value in the field ***copies spacing*** defines the space between the copies that were entered in the field ***number of copies***.

Segment spacing

The ***segment spacing*** defines the horizontal space between the single segments. Segments always occur if the job has to be sectioned which means divided.

Sort before output

If the option ***sort before output*** is activated all objects in the working surface are sorted 1. in head-direction and 2. in transport direction. If the command ***sort with simulation…***-is used, its last sort-setting is used.

Stack processing

If the option ***stack processing*** is activated all jobs in the queue are processed one after the other without interruption.

Wait after segment

Sectioning / Segmentation: If a job is too big for the output CoCut segments the job automatically in so many parts **(segments)** that are necessary for the complete output of the job.

If the option ***wait after segment*** is active the output is interrupted after each segment and the material can be newly adjusted if necessary.

Keep reference point

Via the option ***keep reference point*** the zero point (0/0) of the cutter can be moved. If this option is not active CoCut selects automatically the physical zero point as starting point for the cutting.

If the option ***keep reference point*** is active the physical zero point is moved about the offset coordinate of the reference point. The coordinates of the reference point correspond to the position of the down left corner of the object to be cut on the CoCut working surface.

Plot to file

If the option ***plot to file*** is active all output data are directed to a file you have to define and written on the hard drive.

Save settings button

By activating the ***save settings*** button all values that have previously been entered in the ***output*** dialog are taken over and assigned to the currently active output device.

Feed/origin

Depending on the selected driver the name of the field is either ***feed*** or ***origin.***

Friction feed cutter

With ***origin*** the options are ***new origin*** or ***don't set.*** If the option ***new origin*** is selected the device goes into X-direction at a fix set value behind the last cut object and this position is then the new origin. If ***don't set*** is activated the physical zero point is the new origin after the output.

Flatbed cutter

With ***feed*** the options are ***feed*** or ***no feed.*** If the option ***feed*** is activated the material feed is carried out with the sectioning and with the output from the roll if the flatbed cutter has an automatic material feed.

Accuracy

The field ***accuracy*** offers the following parameters: ***very low, low, normal***, ***high*** and ***very high***. As default, the value ***normal*** is pre-defined.

The accuracy defines of how many vector parts an object should consist. This is only relevant with objects whose size range in the 10th millimeter. Other object sizes are calculated *automatically* by CoCut and the optimum of nodal points for the later output defined.

Objects

The field ***objects*** allows the selection of the objects to be output. Besides the modes ***all objects*** and ***selected objects*** CoCut also allows the cutting of ***color sequences*** or of ***single color layers***. The two last named are explained more in detail in the chapter „***color separation when cutting***".

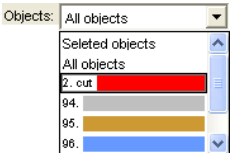


Fig. 4.4-11: List field objects with selection modes.

Info Line

In the ***Info Line*** information relating to the output process is displayed additionally, e. g. "Job will be sectioned".

Preview

The ***preview*** button opens the ***output*** preview.

Output

The ***output*** button transfers the data directly to the ***Plot Manager*** and to the connected device.

Read material

The ***read material*** button delivers back to all connected devices the height of the area to be plotted if an accordant command is intended in the firmware for the device. Devices that do not offer this option no value respective zero is delivered back.

Test drive

If the ***test drive*** button is activated the connected devices drives along the Weeding frame with the tool head lifted. This also happens if the option "weeding frame" was not activated.

4.4.1.3.3 Color separation when cutting

Each layer color used in the draft appears again in the ***objects*** list with the number that clearly defines each layer color. In addition, in this list field *two horizontal color bars* appear. After having transferred the data of a color layer, in the info area of the Windows status bar the ***Plot Manager*** icon ( ) appears.

Double clicking on this icon activates the Plot Manager ***job control***. If the mouse cursor is positioned on the icon and the right mouse button is pressed, a pop up menu appears in which the Plot Manager can be closed or the program ***version*** can be shown. In the ***layer selection*** the color layers that have not been processed yet occur in the order in which they had been selected. The order in the stack can be changed at any time.

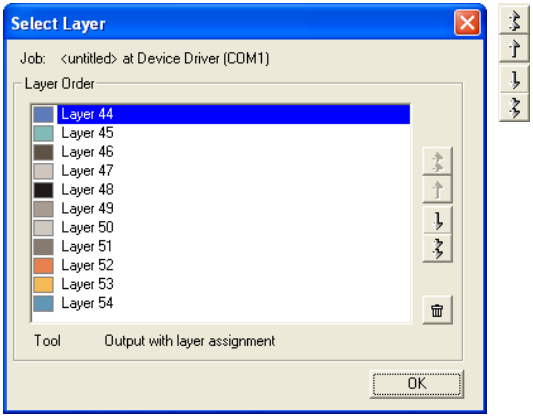


Fig. 4.4-12: Definition of the order in which the single layers shall be processed by up / down buttons

The order is defined via the ***up*** / ***down*** buttons. Layer colors that are not necessary are deleted from the list with the button.

Tip: For the *color separated cutting* use the ***register marks*** from the ***draw*** tool. *Register marks are cut at the same place on the foil independent from the color used.*

4.4.1.4 The Output Preview

The ***output preview*** is automatically started if you press the ***preview*** button in the ***output*** dialog.

Closing the ***output*** preview and returning to the working surface of CoCut

4.4.1 Cutting - Milling - Creasing - Drawing …

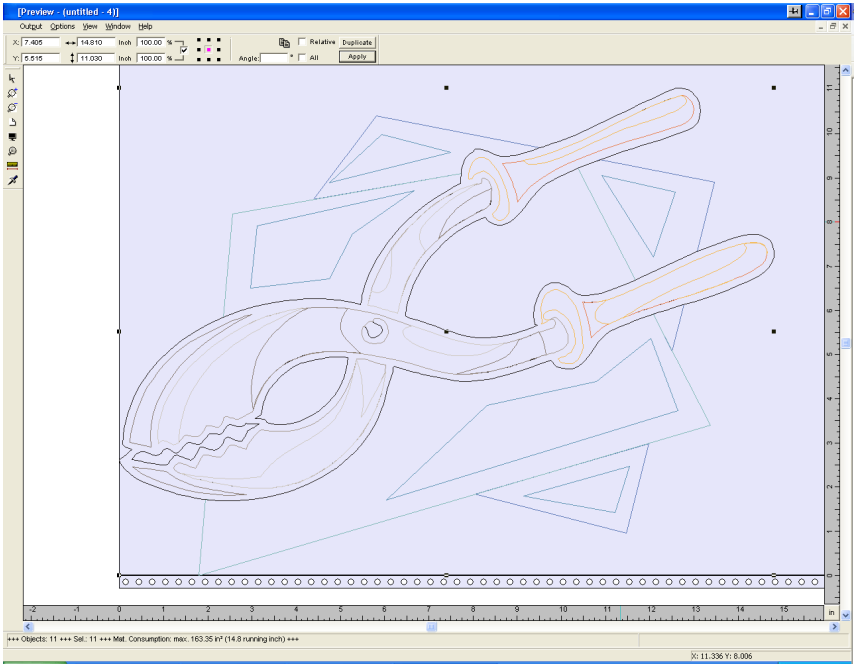

[Preview - (untitled - 4)]
Output Options View Window Help
Relative Duplicate
Apply
+++ Objects: 11 +++ Sel.: 11 +++ Mat. Consumption: max. 163.35 in² (14.8 running inch) +++

Fig. 4.4-13: Output preview with toolbars, status line and output objects

In the status line of the cutting preview the following information is shown: ***contour***, ***filling***, ***width*** and ***height***, ***group*** or ***combination***, the ***max. foil consumption*** in square meters and running meter (rnm) as well as selected ***object features***. If the ***output*** menu is activated the data are transferred to the output device.

Indication: If the job to be cut is left, underneath or above the material- or table preview and the output -menu is activated you will automatically be reminded that the objects to be cut are out of range of the output.

Detailed description:
please refer to 7.6: The *Preview Tools* Toolbar
please refer to 7.7: The *Preview Object Parameters* Toolbar

Foil optimization

The material consumption can be reduced by using the module ***foil optimization***.

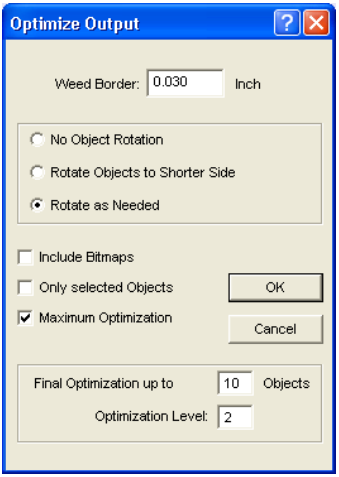


Fig. 4.4-14: Parameter dialog for the material optimization

The ***foil optimization*** takes care that all objects are arranged in a way that they take the least space on the material.

Indication: Groups and combinations are each regarded as an optimization object. If this is not desired the grouping must be interrupted and the combination cancelled.

Following options are available:

Weed border distance

In this field the desired distance between the optimization objects, the so called ***weed border distance*** can be set.

Rotate objects to shorter side

All objects are rotated so that the shorter side is downwards.

Rotate as needed

During the optimization all objects are rotated so that they can be arranged saving the most space.

Include bitmaps

If this option is activated, bitmaps and groups that contain bitmaps are also optimized.

Only selected objects

Only the selected objects are considered. With this option you can for example optimize according to layers (colors).

Maximum optimization

If this option is activated two more fields are shown in the foil optimization dialog. The option ***maximum optimization*** calculates all possible combinations the can arise from the fields ***end optimization up to maximum ... objects*** and ***permutation depth***. The calculation can take much time depending on the size of the here set values as all possible combinations that arise from the two values are calculated and compared. Therefore, you should usually not set more than 20-30 objects with a permutation depth of max. 5.

Indication: An optimization always leads to the rotation of one or several objects.

4.4.1.4.1 Weeding lines

Weeding lines serve for the better procession of large jobs. Material length or width of several meters are difficult to handle, therefore, you can insert weeding lines during the foil cutting that divide the job into smaller parts that are more easy to handle.

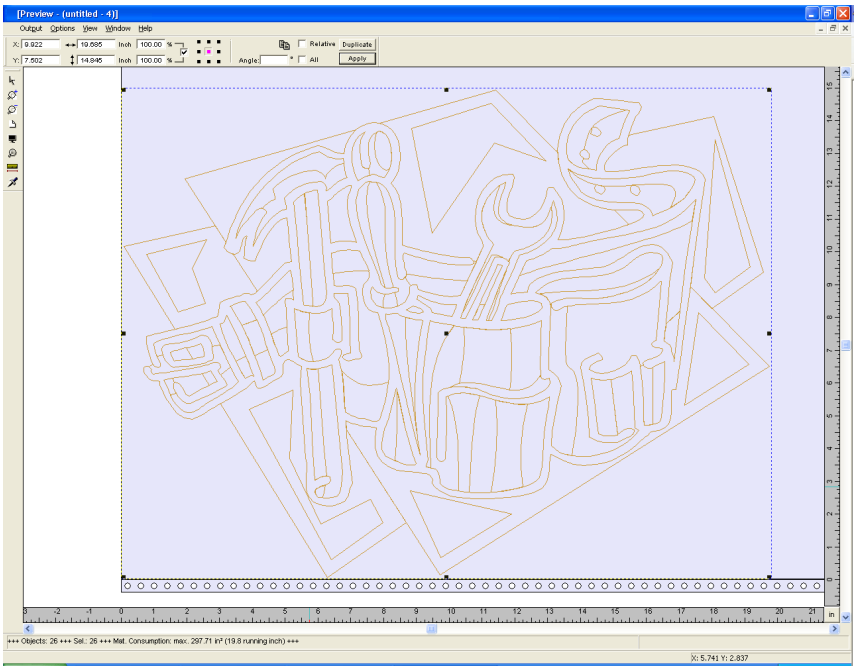


Fig. 4.4-15: Output job with weeding frame (dashed in blue) without weeding lines

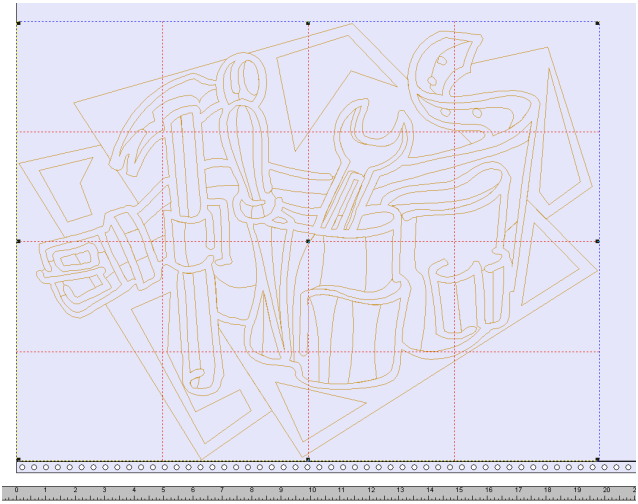


Fig. 4.4-16: Example with 3 horizontal and 3 vertical weeding lines (dashed in red)

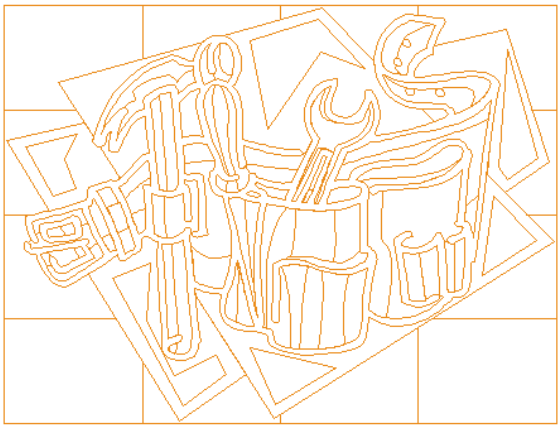


Fig. 4.4-17: Result of the output with weeding lines - objects not! cut

In the ***output preview*** there are 3 possibilities to insert horizontal and vertical weeding lines.

Indication: Weeding lines can only be inserted if the option weeding frame has been activated in the output dialog.

1. Manually

Position the mouse cursor on the weeding frame *dashed in blue* around the objects. The mouse cursor changes into a double-headed arrow. Now draw a horizontal or vertical

weeding line to the position where it should be segmented. Repeat the process until all necessary weeding lines are inserted.

2. Via the menu *options*

Open the menu ***options*** and activate the menu item ***horizontal weeding line*** or ***vertical weeding line***.

The first weeding line is inserted in the middle of the objects to be cut. The second call up of the function bisects the two halves in two more halves and so on.

3. Via the shortcuts h or v

An „**h**" or „**v**" directly entered via the keyboard generates the respective weeding lines - as described in 2.

Tip: Single objects can be provided additionally with a separate weeding frame via the right mouse menu.

4.4.1.4.2 Job Sectioning

Sectioning is the division of a job in so many parts (sections) that are necessary for the complete output of the job.

If the job to be output is bigger than the set or the available output width (***output*** dialog, field ***width of material***) of the output device in the information area of the ***output*** dialog the indication „***job will be sectioned***" is shown.

Indication: The terms sectioning and segmentation are used as synonyms.

The activation of the ***output*** menu then opens the following dialog **before** the transfer to the device:

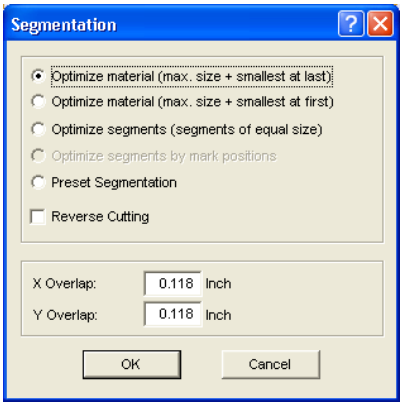


Fig. 4.4-18: Sectioning dialog with overlapping of 3 mm

Optimize material (max. size + smallest at last)

Optimize … smallest at last) causes CoCut to create segments in the maximum permitted size. The size of the last segment usually differs from the others

Optimize material (max. size + smallest at first)

Only active with flatbed cutters. If the last segment was also cut as last the plate could not be processed until the end. Therefore, the remainder is cut as first so that the plate lies on the table until the end.

Segment optimization (segments of equal size)

If the option **segment optimization** is activated always segments *of the same size* are created.

Optimize segments by mark posiions

This option is activated as default with CoCut if ***video markers*** exist in the Job. The above dialog is skipped and the preview of the dynamic segments is shown. The reason of this optimization is that always at least 3 video markers are necessary. Depending on the location of the video markers CoCut "searches" up to 30% next to the segment line if there is a video marker. If yes, the respective segment is adjusted ***dynamically***.

Preset segmentation

The last used setting is automatically saved. When loading the job again this sectioning can be accessed.

Reverse cutting

The option ***reverse cutting*** indicates that the objects are cut as „negative“ for example for the use as template for the screen printing.

X-overlap and Y-overlap

Segmentation with overlapping - In the fields ***X- and Y-Overlap*** you can define how much the segments shall overlap. The vectors are enlarged accordingly at the cutting points.

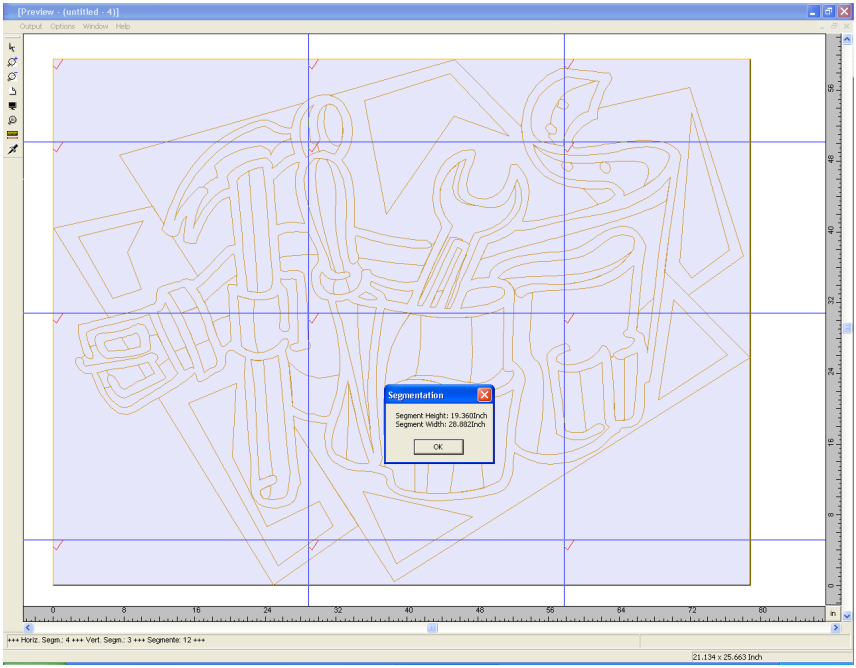

[Preview - (untitled - 4)]
Output Options Window Help
Segmentation
Segment Height: 19.360Inch
Segment Width: 28.882Inch
OK
0 8 16 24 32 40 48 56 64 72 80
in
+++ Horiz. Segm.: 4 +++ Vert. Segm.: 3 +++ Segments: 12 +++
21.134 x 25.663 Inch

Fig. 4.4-19: Foil optimization in the sectioning preview with 8 segments and information on segment sizes

Selection and deselection of the segments

Selection and deselection of the segments is done by clicking into the segment. The red checkmark ✓ indicates which segment is active and being output.

Changing the suggested sectioning

You can change the sectioning by clicking on the blue section lines and move them to the desired position with the mouse. If necessary CoCut inserts automatically new sections.

In the status line of the segmentation preview the size of the job to be cut in X- and Y-direction and the number of segments are shown.

5 Reference Part

The menu items in chronological order:

5.1 The *File Menu*

5.1.1 The *New…* Command

With the ***New*** command a new job is opened. **CTRL+N**

5.1.2 The *Open…* Command

With this command the files that were stored on your hard drive or another data carrier in the CoCut JOB file format are brought onto the current screen / desktop. You can further edit this file. Jobs can be deleted after a safety query. **CTRL+L**

5.1.3 The *Save C*ommand

With this command you save the current job. If the respective job has already been stored before, the given file name and the directory are kept. The older version of the job is overwritten so that the old version can not be restored any more. **CTRL+S**
If you have created a new job that has not been saved before, the program, if you have clicked the ***save*** command in the ***file*** menu, goes automatically to the command ***save as…*** .
First, the ***job info*** dialog is opened where you can enter more information about the job. Then, the real dialog for saving your job is opened and you are asked to enter the file name and select the directory.

5.1.4 The *Save as…* Command

With this command you save a new job under a file name chosen by you in a directory to be selected. This command is also for changing the file name and / or directory of already existing files. If for example you want to save a job that is build up on an older one without losing the old version then you select the command ***save as ...*** and you can save the new job under another name in a new directory if you wish to. **SHIFT+ CTRL+S**

The command ***save as...*** is also to be selected if you want to save the current job onto another data carrier. To do so, select the appropriate disk drive.

5.1.5 The *Online Service… C*ommand

With this command the web site of EUROSYSTEMS S.à.r.l. (www.eurosystems.lu) is opened.

5.1.6 The *Import…* Command

With this command files are imported into CoCut. Known file formats are shown in a list.

CTRL+I

5.1.7 The *Output…* Command

With this command you call the output module (Plot Manager) for cutting, drawing or milling.

S

5.1.8 The *Quit* Command

With this you terminate CoCut and return to the Windows desktop. If you have not saved the job that is currently being edited, you will be asked if you want to do so.

CTRL+Q

5.1.9 The *Job History*

The ***Job History*** function facilitates the loading of the 4 last jobs without having to pass via the directory tree. At the end of the menu list of the ***file*** menu the names of the 4 last edited jobs appear. Click with the mouse button on the desired job name. Then, the selected file will be loaded on the working surface.

5.2 The *Edit* Menu

5.2.1 The *Undo* Command

F5

With this command it is possible to undo the last done operations and functions. The default setting is 5 steps. This default value can be changed via the ***settings*** menu, menu entry ***standard settings*** / ***miscellaneous*** and here ***undo levels***. The maximum value is 100 steps.

Indication: This setting can only be changed with a new file (file menu, menu item new)!

5.2.2 The *Redo* Command

F6

This command is the reverse command to undo. It restores the status that was there **before** the undoing.

5.2.3 The *Cut* Command

CTRL+X

With this command objects are copied to the Windows clipboard and deleted from the working surface. Via the clipboard objects can be inserted at another place or in another program.

Indication: For the transport of your data you can also use the export command. This is always necessary if your data shall be transferred to another computer.

5.2.4 The *Copy* Command

CTRL+C

With this command marked objects are copied to the clipboard without deleting them from the working surface.

5.2.5 The *Paste* Command

CTRL+V

This command inserts graphics and objects from the clipboard to your job. The mouse cursor changes to a right angle in which *insert* is written.

Now point the tip of the right angle to the point on your working surface where the graphic or the object shall be inserted.

5.2.6 The *Paste Special...* Command

Via this menu item "pictures" can be imported from the clipboard to CoCut.

Indication: If in CoCut objects are copied this menu item is not active.

5.2.7 The *Select All* Command

With this command all objects of the active job which means all objects on the working surface and also outside the working surface are marked. The selected objects can then be grouped, combined or moved.

CTRL+A

5.2.8 The *Reverse Selection* Command

With this command all non-selected objects are selected. Already selected objects will be unselected.

SHIFT+E

5.2.9 The *Multi Copy…* Command

This command serves the generation of any number of object copies (duplicates) on the working sheet. Number, Offset and more can be set in a dialog.

Detailed description: **please refer to 7.3: The *Object Parameter* Toolbar**

5.3 The *Design* Menu

5.3.1 The *Rotate Axis C*ommand

A

This command rotates the marked objects at 90° counter-clockwise. This option is always necessary if you want to adjust your objects fast to the rolling direction of the foil without having to go via the ***rotate*** function.

5.3.2 The *Rotate Axis With Page* Command

SHIFT+A

This command rotates the marked objects with page at 90° counter-clockwise.

5.3.3 The *Horizontal Mirror* Command

X

The selected object is mirrored at its horizontal through its center point. If several objects are marked, the center point of the virtual checkbox whose edge is limited by the 8 black dots with the corresponding horizontal is taken as axis of reflection. If no objects are marked all objects are mirrored.

5.3.4 The *Vertical Mirror* Command

Y

The selected object is mirrored at the vertical through its center point. If several objects are selected the center point of the checkbox with its corresponding vertical is used as axis of reflection. If no objects are marked all objects are mirrored.

5.3.5 The *Delete* Command

Del

Pressing the DEL key executes the ***delete*** command. In order to delete particular objects from your graphic they must be marked.

5.3.6 The *Mirror on the X Axis* Command

SHIFT+ X

All selected objects will be mirrored at the ***visible X-coordinate axis***.

5.3.7 The *Mirror on the Y Axis* Command

SHIFT+Y

All selected objects will be mirrored at the ***visible Y-coordinate axis***.

5.3.8 The *Duplicate* Command

CTRL+D

In order to use this command the object to be duplicated must be marked before. Now click with your left mouse button on the ***duplicate*** command or activate it via the hotkey. The marked objects are now doubled.

The positioning is done according to the values that you have entered in the ***settings*** menu, menu item ***standard settings / miscellaneous***.

Indication: You can also duplicate an object by first marking it, moving it with the left mouse button kept pressed and then press the right mouse button once at the position where the duplicate shall be created. The displacing values are entered automatically with this procedure.

5.3.9 The *Group* Command

CTRL+G

This command allows combining several objects to a group in order to edit them together. This can be wise if for example you want to move several objects without changing their position to each other. To do this, first mark all objects that you want to move together, select the ***group*** command and then move the newly created group to the desired place. Now, it is not possible any more to change the single objects that form the group independently from each other.

In order to make this possible again the grouping must be broken with the ***break group*** command.

Indication: Grouped objects cannot be treated with the node editing tool. The grouping must be broken before. In order to differentiate between the grouped and ungrouped objects they are shown dashed in blue.

5.3.10 The *Break Group* Command

CTRL+B

This command is used to divide a group of objects again into single object. Each object can then be edited individually.

5.3.11 The *Combine* Command

SHIFT+K

This command combines like the grouping several objects to one. The difference to the ***group*** command is that the selected objects are not regarded as single isolated objects lying next to another anymore.

Let us explain this fact with an example.

You have created two squares with different sizes, the smaller one lying completely within the bigger one. In order to obtain that in the full-color-mode the area of the smaller square is transparent you combine the two squares after having marked them before. The size of the bigger square is now interpreted as outer edge and the smaller one as inner edge. The area between the two edges is filled with the color selected in the layer box. In the middle, a hole with the size of the smaller square remains.

5.3.12 The *Break Combination* Command

With this command you cancel a combination. Now, the program treats the combination objects as single objects again.

SHIFT+L

5.3.13 The *Align…* Command

With this function marked objects are aligned. You can align the objects horizontally or vertically. The objects are arranged in that way that they are either centered or aligned at the desired side.
In addition, the objects can be aligned with the same distance so that a steady appearance is obtained. It is also possible to center all objects horizontally or vertically on the working surface.

R

Indication: This option can only be activated if you have marked at least 2 objects.

5.3.14 The *Sort With Simulation…* Command

This command opens the object sort function with which the output order and direction of rotation of the objects can be defined. The sort can be done dependent or independent of layers. Also, the preferential direction of the sort can be defined.
In a preview the output of the object is simulated graphically; here, the traverse path of the tool head can be sketched. The simulation can be repeated unlimited without changing the original objects.

CTRL+F10

5.3.15 The *Weeding Border* Command

This command generates a so-called weeding border or frame around one or more selected objects. A weeding border facilitates weeding of the vinyl from the carrier.

5.4 The *View* Menu

5.4.1 The *Zoom In* Command

If you select this function the mouse cursor changes into a lens with a plus inside. You can now select an area that shall be zoomed by keeping pressed the left mouse button. The selected area will then be shown increased to the maximum in the program window.

+(NUM)
or F2

Indication: A beep of the computer loudspeaker informs you that the maximum zoom is reached.

5.4.2 The *Zoom Out* Command

This function decreases the working surface gradually. If it had been zoomed repeatedly before, the single zoom steps are carried out backwards.

-(NUM)
or F3

5.4.3 The *Full Page* Command

Select the function so that the whole available working surface is shown.

B

5.4.4 The *Show All* Command

This function changes the display of the vector drawing in this way that all objects can be seen in the program window. The section is chosen in that way that it is the biggest possible display of the graphic showing all objects.

F4

Indication: If you keep pressed the SHIFT key while doing this command only the marked objects are zoomed to maximum.

5.4.5 The *Show Selected Objects* Command

If this command is activated only the objects marked on the working surface are displayed as big as possible.

SHIFT+F4

5.4.6 The *To Front* Command

If you have arranged several objects on top of each other the following commands enable you to modify the location of the objects to each other. With the ***to front*** command the marked object is set on the top place above the others.

CTRL+O

5.4.7 The *To Back* Command

With this command you set the marked object underneath respective behind all other objects. **CTRL+U**

5.4.8 The *Forward One* Command

This command sets the marked objects further front in the display. **PgUp**

5.4.9 The *Back One* Command

With this command you set the marked object further down and thus further back in the display. **PgDn**

5.4.10 The *Reverse Order* Command

The order of the objects in the stack is reversed. What was lying on top then lies at the bottom and vice versa. This also applies for all objects in-between. **U**

5.4.11 The *Change Order* Command

With this command you can change the order of the objects in the display interactively by clicking the objects one after the other in the desired order. **SHIFT+R**

5.4.12 The *Contour View* Command

This command switches the display of the working surface to the contour mode which means that only the contours of the objects are shown. **F9**

5.4.13 The *Enhanced View* Command

With this command you can obtain the best possible display of the objects (smoothened contours). **SHIFT+F9**

Indication: It slows down the speed of processing and should therefore only be used for the last check or presentation.

5.4.14 The *Always on top* Command

The CoCut window remains always in the foreground. **CTRL+Y**

Indication: This menu item is only active if the CoCut window is in the window mode.

5.4.15 The *Refresh Screen* Command

With this function the content of the visible window is build up again without changing the size or the selected section. **CTRL+W**

Indication: Use this command if objects on the screen are visible that cannot be accessed by the arrow tool or if display errors of another kind occur.

5.5 The *Tools* Menu

5.5.1 The *Optimize Material…* Function

The optimization takes care that all objects are arranged in a way that they take the least space on the output. By rotation or no rotation of objects it is taken care of that the waste of material can be reduced.

5.6 The *Settings* Menu

5.6.1 The *Standard Settings* Menu

5.6.1.1 The *Miscellaneous…* Setup

The following **defaults** can be set:

CTRL+J

5.6.1.1.0.1 Duplicate Objects

X offset

Indicates the value that remains between the original and the duplicate (in X-orientation) after the creation of a duplicate.

Y offset

Indicates the value that remains between the original and the duplicate (in Y-orientation) after the creation of a duplicate.

5.6.1.1.0.2 Move Objects

X increment

Indicates the value how much the marked objects are moved or displaced when pressing the arrow keys on the keyboard.

Y increment

Indicates the value in Y-orientation how much the marked objects are moved or displaced when pressing the arrow keys on the keyboard.

Indication: If you keep pressed the SHIFT key during the movement, the value of the displacement is reduced to a tenth part. If you keep pressed the SHIFT + CTRL key the displacement is a hundredth of the set step size.

Ask for „convert contour pen / color graduation?" before output

This option switches on or off the query that checks before the transfer to the Plot Manager if the line weight and/or color gradient shall be changed.

Max. undo levels

Refers to the undo function in the ***edit*** menu.

Indication: This option can only be set if no job is loaded.

No undo / redo for bitmaps larger than ... MB

For bitmaps that are bigger than the value set in this field the undo/redo-function is automatically **switched off** which means that the operations on this bitmap cannot be made undone.

Advantage: saving of time.

Reason: The expenditure of time (computational expenditure) for bitmaps from a specific size onwards becomes too big as for every undo / redo step a copy of the original (initial state) must be created.
The value that is entered in this field should be between 5-10% of the RAM available in the computer.

Delete undos before printing (max. memory utilization)

The ***delete undos before printing*** option deletes all undos done so far.

5.6.1.2 The *Mouse…* Setup

CTRL+right mouse button assigned with

Here, you can define the assignment of the right mouse button. To do this, open the selection list and select the command that shall be carried out when clicking once with the right mouse button.

Delay at mouse click

This option increases the marksmanship when selecting objects. The default value is 100; the unit is millisecond. The higher this selected value the longer it takes until the object follows the mouse cursor. An accidental displacement of the objects is thus decreased.

Note: Users that are not so sure with the handling of the mouse should increase this value.

Mouse Wheel

These options ease the navigation on the CoCut desktop with computer mice, which a equipped with a mid-wheel button.

Zoom

This option - starting from the cursor position - increases or decreases the working area when turning the mouse wheel: according to the direction of rotation.

Scroll vert.(ical)

This option - starting from the cursor position - moves the working area horizontally (Wheel + CTRL key) or vertically when turning the mouse wheel. According to the direction of rotation the movement is done to the left, top or bottom or to the right, top or bottom.

Note: The SHIFT key toggles between Zoom and Scroll mode!

Scroll window automatically

This option is switched on by default and takes care that whenever an object is moved above the edge of the working surface with the mouse, the working surface automatically is moved, scrolled.

5.6.1.3 The *Output Devices…* Setup

This category of the basic settings allows the definition of important parameters for the output on the output device. The default settings correlate with the information in the output dialog before the output of the job data to the connected device.

Current output device

Here, the momentarily connected *output devices* are listed, the *driver* name and the *connection* -interface as well as the *mode* and the *material* from the material database are shown.

The … button enables the new creation, modification and deletion of the respective pre-setting.

Port

Indicates with which computer interface the output device is connected.

Default Settings

Keep reference point

This option takes care that no new origin is set after the output of a job. The successional output is done at the same coordinates as the previous.

Stack processing

This option enables an uninterruptible output without an interaction of the Plot Manager.

Wait after segment

Waiting after segment indicates if the cutter shall remain at this position after the output of a cut segment. This option is typically needed with flatbed devices without integrated automatic foil transportation.

Segment thus indicates the maximum addressable area that can be processed in one piece.

After the segment the foil is forwarded by hand to the correct position.

Sort before output

Sort means that all inner objects are processed before the outer objects and that a sortation is done in x-axis-orientation. This switch takes care that the foil is moved as little as possible in order to maintain the repeat accuracy as high as possible. This option is especially necessary with cutters with friction roll drive or when milling.
The output speed is slightly reduced with this setting.

Plot to file

This option does not lead the output of the data to the connected device but opens a dialog in which the path and the name of an output file can be given that will be saved to the hard disk.

Read out automatically

This option can be activated if a device is connected and "online" and a read out command for this device exists in the driver.

Output only tool-assigned layers

This option takes care that only objects are output where a tool assignment to a layer was done.

Weeding border

This option defines if and with which distance a weeding frame is cut around the output objects. This option facilitates the weeding of foil.

Overlap

It defines the overlapping of two segments. This value takes for example care of the compensation for the shrinking that occurs with foils.

Copy spacing

Copy distance defines the distance of copies on the output medium.

Segment spacing

Segment distance defines the distance between single segments of a job.

Stack spacing

Stack distance defines if copies shall be stacked vertically. Requirement for the activation of this option is that the selected object can be output more than once on top of each other.

Indication: In the output-preview the first object is shown "normally". Each further object of the stack is shown with a black square filled with an X.

No tooltips

This option takes care that no tooltips that were entered in the device driver are shown in the output dialog.

5.6.1.4 The *Filter* Setup

Auto import selection

This setup allows to define the search paths for the import as well as to select the file name for the automatic import of files (F12) and if the file is to be deleted after the import.

The Autoimport works as follows:

If CoCut is loaded and an EPS file is saved in one of the given search paths under the defined name (for example CoCut), then it activates automatically CoCut and this file will then be loaded directly to the working surface.

For the import of data from CorelDRAW, Illustrator and Freehand an automatic export named CoRUN is implemented.

please refer to 3.3: Autoexport - Scripts

Turn off preview for

Here, the size that the bitmap-files (TIF, JPG, BMP, PCX, …) and/or EPS files may have so that they are shown in the import-preview can be defined.

Reason: When unintentionally selecting a huge file, unnecessary waiting times can occur.

DXF, HPGL Import

Close objects

If activated, the vector objects whose distance from start and end point are within the closing tolerance are closed respective connected automatically when importing.

Close tolerance

In an entry field the value for the maximum distance from the start and endpoint up to where the objects are closed respective connected is to be entered.

All layers

If this option is activated all layers are considered when automatically closing otherwise only the ones in the adjoining list.

Combine objects from same layer

If this option is activated all closed objects in the same layer are combined during the DXF-/HPGL-import.

Export via clipboard and drag'n drop

Create additional EPS format

If this option is activated an additional EPS-format of the selected objects is created when exporting via clipboard or drag'n drop.

After import

Fit working area to objects with following margin offsets

If this option is activated the working area is adjusted to the imported objects when importing.
When working with CoCut all distances between copies are calculated by means of the paper size.

Fix object size

If this option is activated all imported objects are provided with the object attribute "fixed object size". Thus the size modification is deactivated.

Fix object size for output

If this option is activated all imported objects are provided with the object attribute "fixed object size for output". If this option is active no size compensation takes place during the output. The objects are only positioned and rotated after the reading of the marks.

Separate layers by names

If this option is activated, for each color that has a not yet existing layer name a new layer is created. Thereby, same layer names are put in one layer.

At PDF Export

Integrate JOB file into PDF file on eport

If this option is activated, the job file from the current window is embedded into the PDF file while PDF export.

Indication: The job file can be loaded at import separately.

No page selection on Import

If this option is activated, the page selection when importing a PDF file is suppressed - the page selection dialog will be skipped.

please refer to 4.3: Import

5.6.2 The *Working Area…* Command

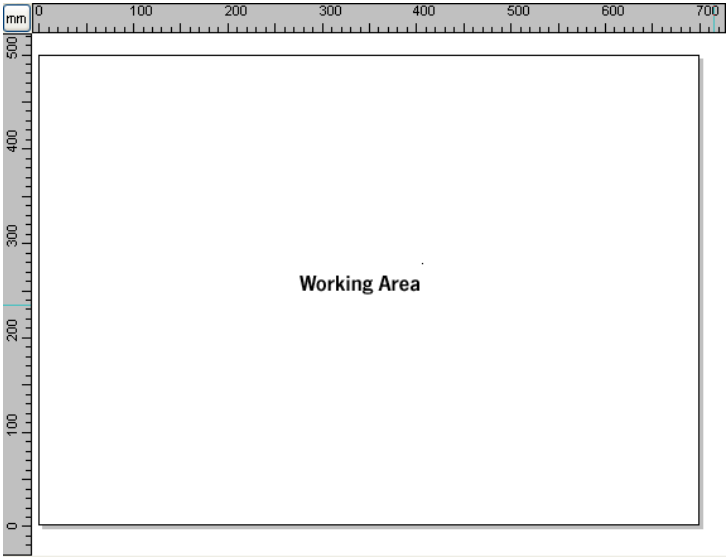


Fig. 5.6-1: Working area with shadows and rulers

Here, you can newly define the size and color of your working area. The working area is displayed as a paper frame with a gray shade on the right and bottom next to the frame (see figure above). The color of the working area is freely definable; this guarantees an optimal layout control on the screen.
Pre-defined are for example DIN-A-sizes. Besides the fix defined measures you can define any number of user-defined working area. One can be defined as *standard*. It will then be pre-set at every "file new".

This option is a very helpful function for everybody who has e. g. a milling or an engraving machine as the new entry in each case of the usable area can be omitted.

Indication: A double click on the shade right next and below the working area also opens this dialog.

5.6.3 The *Rulers…* Function

With this function you define the positions where the rulers shall be placed. Due to lack of space the display of the rulers can be abandoned. With diametric display each 5th step is drawn longer and with non-diametric each 2nd and each 4th once again. **SHIFT+I**

5.6.4 The *Unit of Measurement* Function

This instruction switches the measuring unit to the preferred unit (mm, cm or inch).

Indication: The metric can also be changed directly via a button that is in the angle of both rulers.

5.6.5 The *Undo / Redo* Command

With this instruction the ***undo / redo*** function can be switched on or off. **SHIFT+F7**

Advantages when undo / redo switched off:

With big or many objects the node processing is faster. The testing phase (initial state -> edition -> temporary final state) with several processing steps can be made undone as follows:
1. Switch off undo/redo, 2. edit objects and 3. switch on undo / redo

The selection of the ***undo*** function in the ***edit*** menu reestablishes the state before point 1.

5.6.6 The *Snap Mode* Function

The snap mode facilitates the creation of objects at the subsidiary lines. This option activates the "magnetic" effect on graphic objects and text blocks. **P**

5.6.7 The *Choose Language…* Command

This instruction opens a dialog with which the display language of CoCut can be selected.

5.7 The *Window* Menu

5.7.1 The *New Window* Command

Activating this instruction opens a new CoCut window.

5.7.2 The *Tile Horizontally* Command

The activation of this instruction places all open windows diminished - one above the other - horizontally.

5.7.3 The *Tile Vertically* Command

The activation of this instruction positions all opened windows diminished - side by side - vertically.

5.7.4 The *Cascade* Command

The confirmation of this instruction displays all windows diminished and cascaded (diagonally displaced).

5.7.5 The *Close* Command

Clicking this instruction closes the momentarily active window after prior safety query.

5.7.6 The *Close All* Command

Clicking this instruction closes all open windows after prior safety query.

5.7.7 The *Standard* Command

This command switches the ***tool***-toolbar on the desktop or makes it disappear.

CTRL+1

5.7.8 The *Setup* Command

This instruction switches the ***setup*** toolbar on the desktop or makes it disappear.

CTRL+3

5.7.9 The *Common Tools* Command

This instruction switches the ***common tools*** toolbar on the desktop or makes it disappear.

CTRL+4

5.7.10 The *Object Tools* Command

This instruction switches the ***object tools*** toolbar on the desktop or makes it disappear. **CTRL+6**

5.7.11 The *Object Parameters* Command

This instruction switches the ***object parameters*** toolbar on the desktop or makes it disappear. **CTRL+7**

5.7.12 The *Status Bar Object Info Command*

This instruction switches the ***status bar object info*** toolbar on the desktop or makes it disappear. **CTRL+8**

5.7.13 The *Status Bar Element Info* Command

This instruction switches the ***status bar element info*** on the desktop or makes it disappear. **CTRL+9**

5.8 The *Help* Menu

5.8.1 The *About …* Command

The selection of this menu entry opens an info window in which various information is shown. On the left part of the dialog among others the *serial number*, *version number, free disk space, co-processor,* or *type of processor* are shown. On the right down part of the dialog is a scroll window in which all the application files of the respective application version are listed. This file list can be printed via the ***print*** button.

Indication: If there should be problems with your CoCut version you can fix them the fastest, if this list is made available to our support staff.

5.8.2 The *Help…* Command

This option starts the **CoCut help**. **F1**

5.8.3 The *Object Info…* Command

The activation of this instruction opens an info window that contains information about the objects on the desktop. These are among others the number of objects, number of selections, vector objects, text blocks, all groups and combinations or all bitmaps. **F10**

The ***selection*** button opens the ***object manager***.

5.8.4 The *Install Autoimport Plug-Ins…* Command

Enabling this command opens the *Corun Installer* window, that lists for which programs plug-ins are available. Programs which were automatically found are marked already. Select the *target* program for the intended data exchange in the *Eurosystems Software* list field.

Pressing the ***Install*** button starts the installation.

5.8.5 The *Online Support* Command

The activation of this menu item establishes a direct internet connection to the support page of the EUROSYSTEMS S.à.r.l. - www.eurosystems.lu.

5.8.6 The *Remote Support…* Command

Via remote control the content of the screen of a computer can be transferred in realtime to another computer. Thus it is possible that two users who are at different places look at the same desktop. While you are on

the telephone with our consultant (support) you can show each other documents or applications even if you are far apart from each other in reality. The direction of transmission respective line of vision can be changed with a mouse click. Thus you can choose if you want to look together at your screen or at the screen of your consultant.
In order to be able to use the remote support you need an active internet connection.

5.8.7 The *Live Update* Command

This instruction activates a software update via internet.

Indication: Requirement is an active internet connection on the computer where the software is installed.

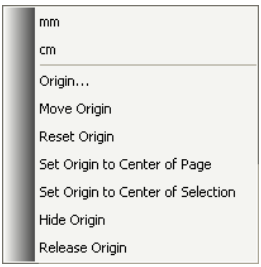
5.9 Context Menu Left Mouse Button

5.9.1 Context Menu Ruler

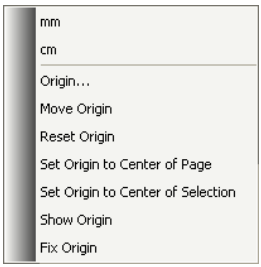
5.9.1.1 The *Unit* Button

A click on the ***Unit* button** activates one of the following context menus:

Note: Which of the two is enabled, depends on whether objects are selected on the working area and what zero point setting is active.



or



5.9.1.1.1 Origin…

This command opens the following dialog, with which the coordinates of the zero point can be set manually:

5.9.1.1.2 New Position

X Field + Measuring Unit

In the ***X field***, the absolute coordinate of the zero point on the X-axis can be specified.

Note: The unit depends on the setting of the ruler.

Y Field + Measuring Unit

In the ***Y field***, the absolute coordinate of the zero point on the Y-axis can be specified.

Note: The unit depends on the setting of the ruler.

Display as Cross-Option

If this option is activated, the origin point is represented by a dashed coordinate cross.

5.9.1.1.3 Move Origin

This command serves to move the ruler origin to any position on the desktop.

5.9.1.1.4 Reset Origin

This command serves to move the origin point into the lower left corner of the working area.

5.9.1.1.5 Set Origin to Center of Page

This command serves to move the origin point to the center of the working area (center of page).

5.9.1.1.6 Set Origin to Center of Selection

This command serves to mirror or place objects at the coordinate axis.

Note: This command is only visible if one or more objects are selected on the working area.

5.9.1.1.7 Hide Origin

This command serves to switch the ruler zero point to invisible.

5.9.1.1.8 Release Origin

This command serves to release the fixation of the ruler origin in order to move it with the mouse.

5.9.1.1.9 Show Origin

This command serves to switch the ruler zero point to visible.

Note: Only visible, if the Display as Cross-Option is active (see above).

5.9.1.1.10 Fix Origin

This command serves to anchor the ruler zero point at a definite point.

5.10 Context Menus Right Mouse Button

5.10.1 Reference List of All Context Menu Commands

Context menus are called context menus as its structure adapts and changes depending on number and type of the selected objects (context). Context menus are always activated via the *right* mouse button. They serve for the fast access to important functions and tools, also to those that cannot be activated via the main menus.

Following menu entries displayed **bold** can appear in a context menu by clicking with the right mouse button.

Draw modes "line, curve, digitize mode, freehand”

- in the mode “line”: **arc, digi mode, freehand**

- in the mode “curve”: **line, digi mode, freehand**

- in the mode “freehand drawing”: **line, arc, digi mode**

- in the mode „digitize“: **line, arc, freehand**

In addition, if the object has more than 3 nodes: - **close**

Clones

- Select clone original

- Select clone objects

In the output preview:

- **Material optimization** (if no demo and more than 1 object)

- **Change axis,** - **hor. mirror,** - **vert. mirror,** - **recalculate** (when segmenting), - **segment size** (when segmenting), - **horizontal weeding lines** (if weeding frame), - **vertical weeding lines** (if weeding frame), - **weed border** (if no copies)

If objects are not locked: - **ungroup** (if selection contains group), - **group** (if more than 1 object selected and no clone is selected)

Node editing if no locked objects are selected:

- **Insert** (if node selected), - **delete** (if node selected) - **break** (if 1 node selected and another one is behind), - **join** (if 2 nodes selected (start/start or start/end or end/end)) - **line** (if curve node selected), **curve** (if line node selected), - **new starting point** (if 1 node selected and object closed)

If more than 1 node selected: - **sharpen edge,** - **round,** - **join with line,** - **join with curve**

If 2 nodes are selected within an object or a combination: - **hor. object alignment**, - **vert. object alignment,** - **reduce nodes**

If less than 2 nodes selected: - **reduce nodes,** - **round..., - set origin to sel. node**

Hatch module is installed:

If it was clicked within a closed object on selected or between 2 selected nodes: - **start tool path inside,** - **start tool path outside**

Il 1 node selected & another is behind: - **insert bridge (xy mm)**

If more than 1 node selected: - **create regmark at sel. nodes**

If properties exist (job not protected by password):- **properties**

If plugin-version: - contour line

At application versions with text editor:

If not clicked on object, PhraseWriter exists and no node editing mode: - **text components**

If text object selected or text in selected group or combination: and if sel. text can be edited (no attribute „not edible“):- **edit text,** - t**extbox,** - **circular text...**

If sel. text not locked: - **cancel circular text** (if text with circle set), - **text to curves,** - **text to lines** (if text has several lines), - **remove text attributes** (if existing)

If ONE not locked bitmap is selected: - **reduce colors,** - **posterize,** - **vectorize,** - **revectorize** (if possible), - **contour**

If ONE not locked closed vector-, combination- or text-object with bitmap-filling is selected: - **remove mask**

or one of these object types lies *above* a bitmap: - **mask bitmap,** - **cut region**

If clone-original selected: - **select clone objects** otherwise if ONE clone selected: - **select clone original**

If no rulers, not clicked on an object and not in the output-preview: - **guidelines...**

If guidelines are fixed: - **release guidelines** otherwise - **fix guidelines**

If guidelines are hidden: - **show guidelines** otherwise - **hide guidelines,** - **delete all guidelines,** - **insert guidelines to center of page,** - **origin...,** - **move origin,** - **reset origin,** - **set origin to center of page**

If origin is displayed: - **origin** otherwise - **show origin**

If origin is fixed: - **release origin** otherwise - **fix origin**

If not clicked on object: - **refresh screen, - import, - insert,** - **job-info, - job-calculation, - dimensions on selection, - hor. dimension, - vert. dimension, - hor. and vert. dimensions, - left border distance, - bottom border distance, - left and bottom border distance**

If undo-buffer not empty: - **Undo:** <last action>

If redo-buffer not empty: - **Redo:** <last action>

If objects exist: - **copy,** - **cut,** - **reverse selection**

If export filter and exportable objects exist: - **export**

If Pjannto RIP is installed: - **Pjannto RIP...**

If PosterPrint is installed: - **Posterprint-RIP...**

If Posterjet is installed: - **Posterjet...**

If not locked objects exist: - **add print marks**

If nesting-DLL exists and sel. objects nested: - **Nesting…**

If group(s) selected: - **ungroup**

If more than one object and no clone-original selected: - **group**

If combination(s) were selected: - **break combination**

If combination has interior elements: - **delete inner parts of combination**

If more than one object and no bitmap or clone-original selected: - **combine**

If regmarks exist and if ONE mark and another object were selected: - **center regmark onto object**

If several objects were selected: - **search and replace regmarks**

If only ONE object was selected: - **search and replace regmarks due to sel. size**

If objects selected but no group and no locked and not only ONE bitmap: - **fill,** - **none,** - **color graduation...,** - **bitmap..., - layer color**

If Ini-entry „defaults“ / „transparency" on 1: - **transparency...**

If more than one object or an object with filling was selected: - **outline,** - **none,** - **hairline**, - **attributes..., - layer color**

If more than one object or an object with wire frame was selected: - **layer color** or at least one not blocked object selected and Ini-entry „defaults“ / „transparency“ on 1:- **transparency...**

If exportable objects are selected and the clipart window is opened: - **add to clipart category**

5.10.2 Context Menu on Empty Working Area

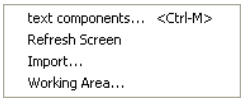


Fig. 5.10-1: This menu appears if no objects lie on the desktop

Text components

This instruction opens the ***Text components*** *dialog.*

Refresh screen

This instruction refreshes the main window.

Import…

This menu entry opens the ***import*** dialog for the import of external file formats.

Insert

This menu entry inserts contents from the Windows clipboard to the CoCut working area.

Working area

This menu entry opens the dialog for the pre-setting of the parameters of the working area.

6 Reference Part Output Preview

6.1 The *Output* Menu

6.1.1 The *Output* Command

Starts the ***output*** on the connected device with the settings of the ***output to device*** dialog.

6.2 The *Options* Menu

6.2.1 The *Save As...* Command

The ***save as...*** command in the ***output*** preview ... saves the job with all changes that were done in the preview. When returning to the working surface all these settings would be lost, therefore, the job can here be saved under another name.

SHIFT+CTRL+S

please refer to 5.1.4: The *Save as...* Command

6.2.2 The *Rotate Axis* Command

This command rotates the marked objects at 90° counter-clockwise.

please refer to 5.3.1: The *Rotate Axis* Command

A

6.2.3 The *Horizontal Mirror* Command

The selected object is mirrored at the horizontal through its center-point.

please refer to 5.3.3: The *Horizontal Mirror* Command

X

6.2.4 The *Vertical Mirror* Command

The selected object is mirrored at the vertical through its center-point.

please refer to 5.3.4: The *Vertical Mirror* Command

Y

6.2.5 The *Optimization...* Command

The foil optimization takes care that all objects are arranged in a way that they take the least space on the foil. By rotation or no rotation of objects it is taken care of, that the material waste can be decreased.

please refer to 5.5.1: The *Optimize Material…* Function
please refer to 4.4.1: Cutting - Milling - Creasing - Drawing …

6.2.6 The *Sort With Simulation…* Command

CTRL+F10

This command opens the **sort objects** function with which the output order and the direction of rotation can be defined. The sortation can de done dependent or independent on layer. Also, the preferred direction of the sortation can be defined.
In a preview window the output of the objects is simulated graphically; here, the traverse paths of the tool head can also be drafted. The simulation can be done unlimited without changing the original objects.

please refer to 5.3.14: The *Sort With Simulation…* Command

In detail: please refer to 8.3: The *Sort With Simulation…* Tool

6.2.7 The *Recalculate* Command

N

The ***recalculate*** command enables the modification of the output-parameters or of the driver settings without leaving the output routine.

This command switches back from the ***output*** preview to the ***output*** dialog.

6.2.8 The *Initial View* Command

SHIFT+N

Puts back the output preview to the status before having pressed the ***preview*** button in the output dialog. All changes are made undone.

6.2.9 The *Horizontal Weeding Lines* Command

H

Weeding lines serve for the better processing of big jobs. Material lengths of several meters in length or width are difficult to handle, therefore you can insert weeding lines during the foil cutting that divide the job into smaller parts that are easier to handle.

The ***horizontal weeding lines*** are set with the hotkey "h" or drawn with the arrow from the weeding frame dashed in blue.

please refer to 4.4.1: Cutting - Milling - Creasing - Drawing …

6.2.10 The *Vertical Weeding Lines* Command

V

Weeding lines serve for the better processing of big jobs. Material lengths of several meters in length or width are difficult to handle, therefore you can insert weeding lines during the foil cutting that divide the job into smaller

parts that are easier to handle.

The ***vertical weeding lines*** are set with the hot key "v" or drawn with the arrow from the weeding frame dashed in blue.

please refer to 4.4.1: Cutting - Milling - Creasing - Drawing …

6.2.11 The *Test Drive* Command

If the ***test drive*** command is activated the connected device goes with lifted tool head along the weeding frame. This also happens if the option "weeding frame" was not activated.

Compare ***test drive*** button in the ***output*** dialog **please refer to 4.4.1: Cutting - Milling - Creasing - Drawing …**

6.3 The *View* Menu

6.3.1 The *Material Width* Command

When activating this command the section is adjusted to the values for the ***material width*** defined in the driver or set in the ***output*** dialog.

B

6.3.2 The *All Objects* Command

This function changes the display in that way that all objects can be seen on the screen. The section is selected so that it is the biggest possible display showing all objects.

F4 and SHIFT+F4

If, while activating this command the SHIFT key is pressed, only the marked objects are zoomed to maximum.

6.3.3 The *Selected Objects* Command

If this command is activated only the ***selected objects*** from the ***output*** preview are displayed as large as possible.

SHIFT+F4

6.3.4 The *Total Area* Command

If this menu item is activated the preview of the whole material surface is shown.
The size of the shown surface depends on the so called frame size (foil height x foil width) of the output device to be accessed.
If in the ***output*** dialog a driver for a friction feed cutter was selected, in the preview always a material length of 30m (32,81 yd) is shown.

SHIFT+B

If in the cutting dialog a driver for a flatbed cutter was selected, the maximum width of the flatbed cutter is shown as material length.

6.4 The *Window* Menu

6.4.1 The *New Window* Command

Activating this instruction opens a new CoCut window.

6.4.2 The *Tile Horizontally* Command

The activation of this instruction places all open windows diminished - one above the other - horizontally.

6.4.3 The *Tile Vertically* Command

The activation of this instruction positions all opened windows diminished - side by side - vertically.

6.4.4 The *Cascade* Command

The confirmation of this instruction displays all windows diminished and cascaded (diagonally displaced).

6.4.5 The *Close* Command

Clicking this instruction closes the momentarily active window after prior safety query.

6.4.6 The *Close All* Command

Clicking this instruction closes all open windows after prior safety query.

6.4.7 The *Common Tools* Command

This instruction swithes the ***Common Tools*** toolbar on or off. **CTRL+4**

6.4.8 The *Object Parameters* Command

This instruction switches the object parameters toolbar on the desktop or makes it disappear. **STRG+7**

6.4.9 The *Status Bar Object Info Command*

This instruction switches the ***status bar object info*** toolbar on the desktop or makes it disappear. **CTRL+8**

6.4.10 The *Status Bar Element Info* Command

This instruction switches the status bar element-info on the desktop or makes it disappear. **CTRL+9**

6.5 The *Help* Menu

6.5.1 The *About …* Command

The selection of this menu entry opens an info window in which various information is shown. On the left part of the dialog among others the *serial number*, *version number, free disk space, co-processor,* or *type of processor* are shown. On the right down part of the dialog is a scroll window in which all the application files of the respective application version are listed. This file list can be printed via the ***print*** button.

Indication: If there should be problems with your CoCut version you can fix them the fastest, if this list is made available to our support staff.

6.5.2 The *Help…* Command

This option starts the **CoCut help**. **F1**

6.5.3 The *Install Autoimport Plug-Ins…* Command

Enabling this command opens the *Corun Installer* window, that lists for which programs plug-ins are available. Programs which were automatically found are marked already. Select the *target* program for the intended data exchange in the *Eurosystems Software* list field.

Pressing the ***Install*** button starts the installation.

6.5.4 The *Online Support* Command

The activation of this menu item establishes a direct internet connection to the support page of the EUROSYSTEMS S.à.r.l. - www.eurosystems.lu.

6.5.5 The *Remote Support…* Command

Via remote control the content of the screen of a computer can be transferred in realtime to another computer. Thus it is possible that two users who are at different places look at the same desktop. While you are on the telephone with our consultant (support) you can show each other documents or applications even if you are far apart from each other in reality. The direction of transmission respective line of vision can be changed with a mouse click. Thus you can choose if you want to look together at your screen or at the screen of your consultant.
In order to be able to use the remote support you need an active internet connection.

6.5.6 The *Live Update* Command

This instruction activates the update of the software via the internet.

Indication: Requirement is an active internet connection on the computer where the software is installed.

6.6 Context Menu of The Right Mouse Button

6.6.1 Context Menu Output Preview

Fig. 6.6-1: Context menu of the output preview with weeding frame function

Weed border

This function creates a weeding frame around the *selected* objects in the output preview unlike the weed border option.

All other menu entries can be activated via the main menu.

7 Toolbars

7.1 The S*tandard* Toolbar

The **standard** toolbar is switched on or off via the ***window*** menu. **CTRL+1**

Fig. 7.1-1: Freely placeable toolbar - Collection of standard tools

Fig. 7.1-2: Fixed standard toolbar

BUTTONS FROM 1 TO 15

1. Create *New window*
2. *Open* job
3. *Save* job
4. *Save all*
5. Edit *job info*
6. *Cut to* Clipboard
7. *Copy to* Clipboard
8. *Paste from* Clipboard
9. *Print* objects
10. *Import* file
11. *Export* objects
12. *Scan* image
13. *Undo*
14. *Redo*
15. *Help*

7.2 The *Setup* Toolbar

The ***Setup*** toolbar is switched on or off via the ***Window*** menus. **CTRL+3**

Fig. 7.2-1: Free placeable Setup toolbar

Fig. 7.2-2: Fixed Tool Bar

BUTTONS FROM 1 TO 2

1. *Contour mode* on/off
2. *Desktop S*etup

Indication: Alternatively the work area can be defined by doubleclick on the shades beside the work surface.

7.3 The *Object Parameter* Toolbar

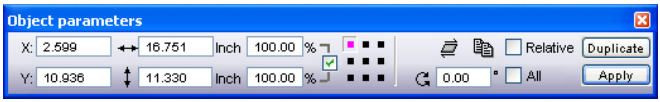


Fig. 7.3-1: Freely placeable toolbar - collection of object parameters

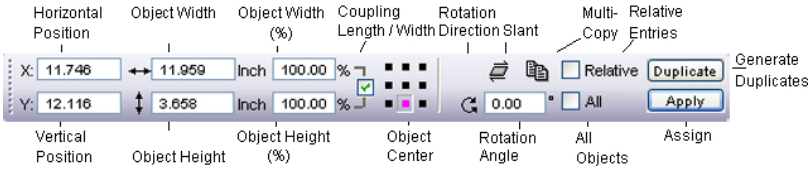


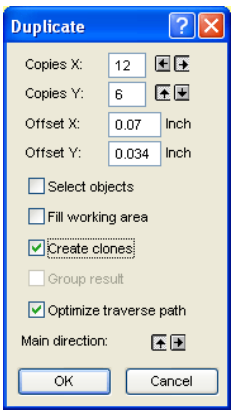
Fig. 7.3-2: Object parameters toolbar with explanations

7.3.1 The *Multi Copy* Command

Definition: Multi Copy = Multiple copies of selected objects (Duplicates)

7.3.1.1 The *Multi Copy* Button

Pressing the button opens the following dialog:



7.3.1.2 Copies X:

Using the or button the number of duplicates can be increased or decreased in increments of one. The alignment is done in the ***Main Direction***. Alternatively, any integer value may be entered in the field.

7.3.1.3 Copies Y:

Using the ↑ und ↓-button the number of duplicates can be increased or decreased in increments of one. The alignment is done in the ***Main Direction***. Alternatively, any integer value may be entered in the field.

7.3.1.4 Offset X:

This value determines the distance between the duplicates in X-Axis direction.

7.3.1.5 Offset Y:

This value determines the distance between the duplicates in Y-Axis direction.

7.3.1.6 The *Select Objects* Option

If this option is enabled, all duplicates will be selected finally.

7.3.1.7 The *Fill Working Area* Option

If this option is enabled, then the working sheet only and not the desktop is filled with duplicates.

Note: Enabling this option, de-activates the Copies X and Copies Y fields.

7.3.1.8 The *Create Clones* Option

If this option is enabled, then the selected object is uses as control object for cloning. All duplicates are generated as clone objects.

7.3.1.9 The *Group Result* Option

Enabling this option groups all duplicates finally.

7.3.1.10 The *Optimize Traverse Path* Option

If this option is enabled, duplicates are generated in meanders. This reduces the head movement of the output device and shortens the output process.

Note: The main direction option defines additionally, if meandering is done in X-Axis or Y-Axis direction.

7.3.1.11 The *Main Direction* Option

The ↑ button sorts the duplicates in Y-Axis direction - "column by column". The →-button sorts the duplicates in Y-Axis direction - "line by line".

7.4 The Status Line *Object Info*

This status line informs about the properties and attributes of objects on the CoCut desktop. This information comprises number, type of object, color model, color value and many other data important for the evaluation.

Fig. 7.4-1: Status line for the display of object properties, color spaces , etc. - free floating

Fig. 7.4-2: Status line for the display of object properties, color spaces, etc. - fixed

7.5 The Status Line *Element Info*

This status line indicates the current mouse cursor position in x/y-coordinates. In addition, in the left part next to the cursor coordinates subsidiary texts and additional texts from the layer info for example from the field *material name* are displayed. It is also possible to show driver information as for example the set tool depth for a particular layer.

Fig. 7.5-1: Status line element with subsidiary texts and element information, here coordinates

7.6 The *Preview Tools* Toolbar

The Magnifying Glass+ F2 or +(Num)

The button with the (+) plus sign increases parts of the output preview. Draw with the marking function a frame around the area that shall be increased. This function can be carried out successively several times until a beep reminds acoustically of the last possible step.

The Magnifying Glass− F3 or -(Num)

The button with the (-) minus sign decreases *gradually* parts of the desktop or of the working area.

The Sheet B

The button with the symbolic sheet of paper shows the material area increased to the maximum

The *Screen* F4

The button that symbolizes a screen displays all objects on the material area as big as possible. The section is thus selected that is it the biggest possible display with all objects visible.

The *Magnifying Glass for Selected Objects* **SHIFT + F4**

The „dotted loupe" button displays all selected objects as big as possible.

The *Output Command* **S**

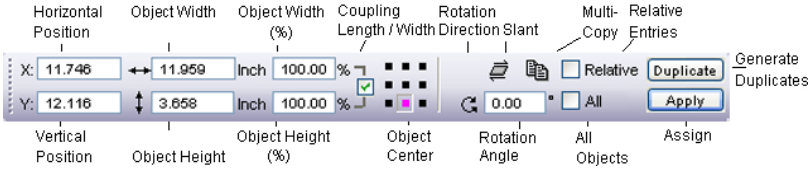
The activation of this button gives the data to the Plot-Manager for the output to the connected device.

7.7 The *Preview Object Parameters* Toolbar

The ***preview object parameters*** toolbar is activated with the following shortcut. **CTRL+7**

Indication: It is identical with not variable part of the object parameters toolbar in previous CoCut versions.

Fig. 7.7-1: Object parameter toolbar with position, size, angle, multi copy, …



Note: The display of the object parameters toolbar varies depending on how the object properties are set!

8 Tools

8.1 The *Desktop*

After starting CoCut the desktop with the working area appears as follows:

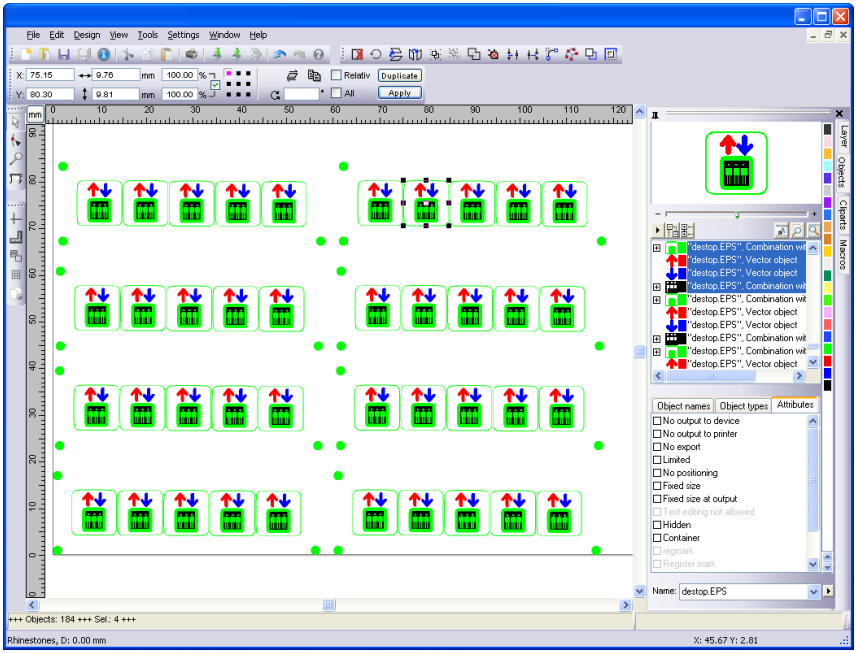


Fig. 8.1-1: CoCut Desktop with working area and shown tool-toolbar, rulers, Object Manager and status lines

The ***working area*** is marked by a black frame that has on the right and below a gray shade. The working area serves for the orientation and dimensioning.

The ***rulers*** can be freely positioned or completely switched off. The ***layer*** toolbar is integrated into the Sidebar. The ***metric*** (cm, mm, inch) can be directly changed via a button that is within the angle of the two rulers. Also ruler's origin can be changed. Following options are available: Set Origin to Absolute Coordinates, Move Origin, Reset Origin, Set Origin to Center of Page, Show Origin and Release Origin.

In the ***status line*** you find much information about the objects on the working area. For example the ***wire frame***, ***filling***, ***object dimensions***, ***-number***, ***combination*** or ***grouping*** are displayed.

8.1.1 Cursor forms on the working area and their meaning

Cursor form	Meaning
	no object marked or selected

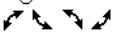
Indication: You mark objects by positioning the mouse cursor above the object and pressing the left mouse button.

Cursor form	Meaning
	Move objects

Indication: This cursor is only active if the cursor is within the range of the inner part of the object or in the range between the 8 black squares on the wire frame line. The object must be marked.

Cursor form	Meaning
	Increase object vertically
	Increase object horizontally
	Increase object diagonally

Indication: The cursors for the modification of the object size are only active if the cursor is within the range of the 8 black squares on the wire frame line of the object. You switch to the skewing-/rotation-mode by clicking with the left mouse button with active cross cursor (see above move objects).

Cursor form	Meaning
	Object in the ***skew/rotate***-mode
	Rotate object
	Skew object (set tilted horizontally/vertically)

8.2 The *Alignment* Function

Fig. 8.2-1: The alignment button

This function aligns two or more marked objects to each other or to the working area.

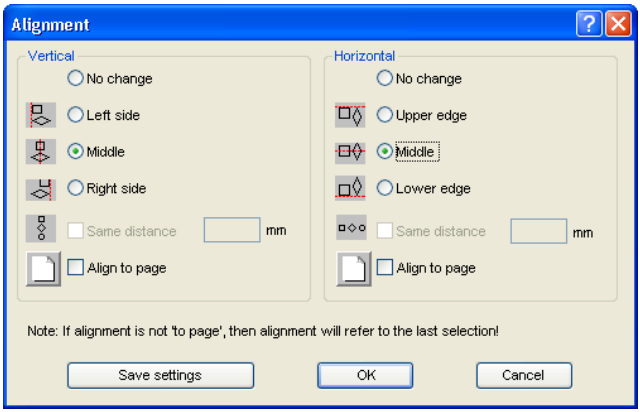


Fig. 8.2-2: The alignment dialog

Objects can be aligned horizontally or vertically. A centered alignment is also possible as the selection of the same distance between the marked objects. The type of alignment is illustrated by icons. Setting can be stored by pressing the ***Save settings*** button.

Indication: The last marked or drawn object serves for alignment as reference object, that means that all others are aligned in the same way. If alignment is not 'Align to Page', then alignment will refer to the last selection.

8.3 The *Sort With Simulation…* Tool

This tool serves for the ***sortation of objects*** and the ***determination of sequences*** before the output at the connected device. A simulation with or without complete path of the device tools facilitates the estimation of the results.

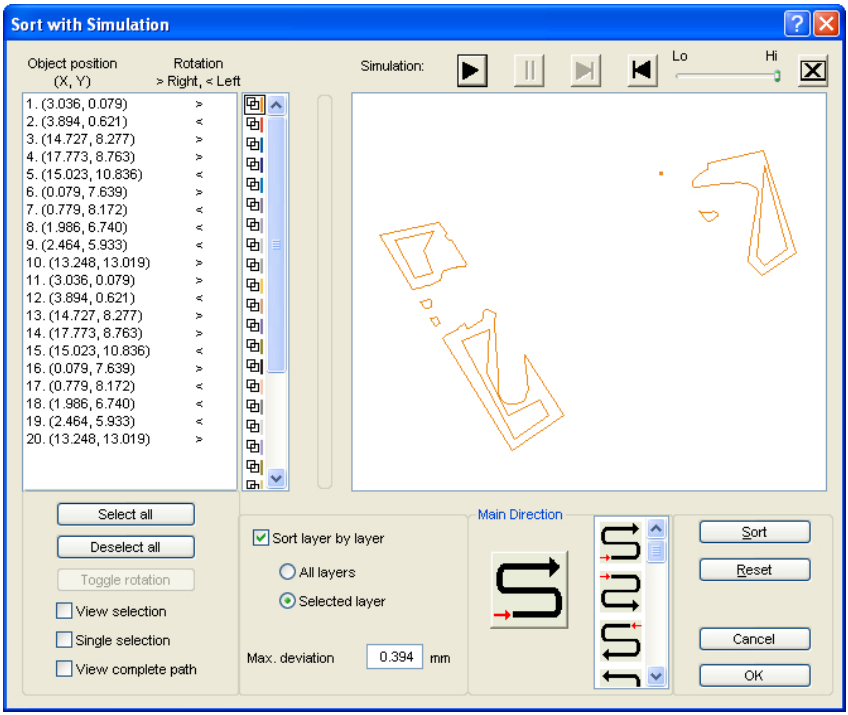


Fig. 8.3-1: Object-sortation with preview-window and simulation option

8.3.1 Simulation

The operation of the simulator is similar to a DVD-player.

Lo (low) up to ***Hi*** (high) regulates the speed of the simulation display.

Indication: Before simulation, in addition to orientation, you have to do sorting by clicking on the sort button.

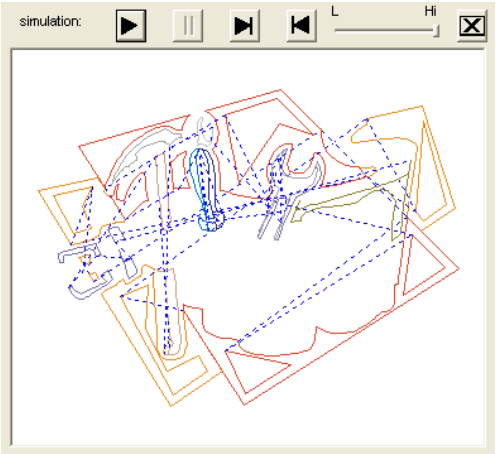


Fig. 8.3-2: Option show traverse path (lines dashed in blue) activated

Color bar

A click on the wanted color bar selects the respective color layer.

Select all

Selects all objects of the list.

Deselect all

Deselects all objects of the list.

Toggle rotation

This option modifies the orientation from *clockwise* (right) to *counterclockwise (left)* and vice versa.

View selection

Shows the selected objects in the preview window.

Single selection

In the list only one object can be selected; the multi-selection (standard) is deactivated.

View complete path

A line dashed in blue shows the track that the tool head covers.

Sort layer by layer

All layers

This option comprises all layers to the sortation if ***sort layer by layer*** was activated.

Indication: This option is, depending on the driver setting, deactivated in the output preview

Selected layer

This option comprises only to the selected layer to the sortation if ***sort layer by layer*** was activated.

Max. deviation in … mm

In the input field the value for the maximum deviation of the thought vertical respective horizontal line that an object may have in order to be sorted can be entered.

Main direction

16 methods can be activated as main direction for the sortation. The icon shows with a red arrow where sortation beginns.

Sort

Only the ***sort*** button activates the object sortation. Then you can check in the simulation if the sortation meets the demands.

Reset

Resets the objects in the sort-list to the initial value.

8.4 The *Plot Manager*

The ***Plot Manager*** has the following tasks:

8.4.1 Creation And Modification of Device Configurations

With the **Plot Manager** it is possible to create a device configuration or short, to create an output device. In a **device** all information necessary for the output of the data as for example driver and ports are summarized.

In CoCut, these devices then can be used for the output of the graphics. It is possible, to output simultaneously at several devices.

8.4.2 Monitoring the Output Processes of the Jobs

The outputs to the respective devices can be monitored with the Plot Manager, for example the output can be broken or aborted and the sequence of the jobs can be changed retroactively.

8.4.3 Output of Data to Local Ports

The serial and parallel ports of the computer are identified and can be used for the file output.

8.4.4 Administration of Hotfolders

A function independent of CoCut is the administration of Hotfolder. A Hotfolder is a directory monitored by the Plot Manager. If a file is copied to this directory the Plot Manager carries out automatically certain configurable functions.

8.4.5 Plot Server Function

The Plot Manager can enable devices so that other Plot Managers can use these enabled devices. This allows separating design and output working places.

Important note:You start the Plot Manager with a double click on the icon that is down right of the screen in the task bar.

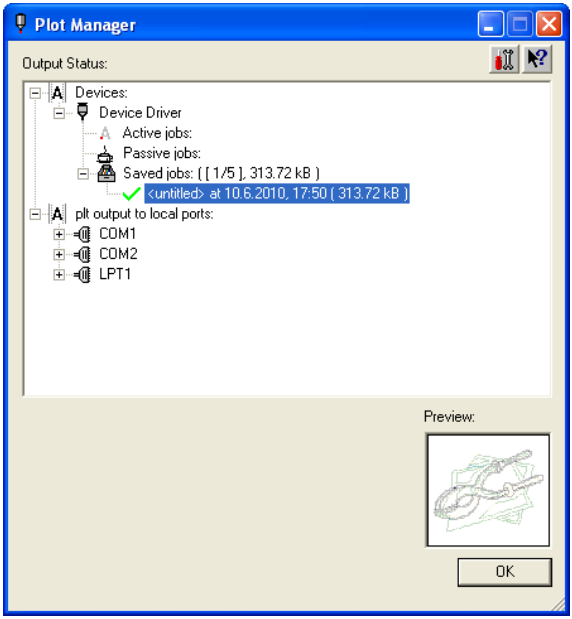


Fig. 8.4-1: Plot Manager main window with job preview down left

8.4.6 Devices Folder

Each device possesses three device folders in which the jobs are shown:

Indication: with jobs, also those output actions are meant that are carried out by Hotfolders or on local ports.

Devices Folder 1

Active Jobs
All jobs that shall be output as soon as the device is ready are collected in this folder. If a job has been output completely, the next job is output. If the option „show message window before output of a job" is active, a notification dialog is shown before each output.

Devices Folder 2

Passive Jobs
If the output device is broken, all jobs to be output are moved to this folder.

Devices Folder 3

Saved Jobs
Here, all jobs that have been output are saved. The number of the saved jobs can be indicated in the options dialog of the device. If the number of the saved jobs is reached the

next one to be saved replaces the oldest existing job.

Job Functions

The functions differ according to device folder, device type and job status.

Indication: The functions can be carried out via a context menu.

Functions for jobs at local devices:

Active Jobs
If the job is being output:

Pause
The output of the data is paused. The job is marked with the symbol.

Paused Jobs

Continue
The output is continued.

Set Job to passive
The job is removed from the list of the active jobs and added to the folder of the passive jobs.

Delete Job
The job is deleted.

Passive Jobs

Activate Job
The job is removed from the list of the passive jobs and added to the folder of the active jobs.

Delete Job
The job is deleted.

User message: to this job, a notification text can be entered. This information is shown if the job shall be output respective if it is selected.

Saved Jobs

Activate Job
The job is removed from the list of the output jobs and added to the folders of the passive or active jobs depending on the setup device.

Delete Job
The job is deleted.

Plot to File
Here you can determine if the job shall be output to a file.

Save as
Save job data into file before cut data processing.

Functions for Jobs at Plot Server:

Active Jobs
No functions

Passive Jobs

Activate Job
The job is removed from the list of the passive jobs and added to the folder of the active jobs.

Delete Job
The job is deleted.

User message: to this job, a notification text can be entered. This information is shown if the job shall be output respective if it is selected.

Saved Jobs

Activate Job
The job is removed from the list of the output jobs and added to the folder of the passive or active jobs depending to the setup device.

Delete job
The job is deleted.

Save as
Save job data into file before cut data processing.

Functions for jobs at Hotfolders:

Active Jobs
No functions

Passive Jobs

Activate Job
The job is removed from the list of the passive jobs and added to the folder of the active jobs.

Delete Job
The job is deleted.

User message: To this job, a notification text can be entered. This information is shown if the job shall be output respective if it is selected.

Saved Jobs

Activate Job
The job is removed from the list of the output jobs and added to the folder of the passive or active jobs depending to the setup device.

Delete Job
The job is deleted.

Save as
Save job data into file before cut data processing.

Functions for Jobs at local ports:

Active Jobs
If the job is being output:

Pause

The output of the data is broken. The job is marked with the ▪ symbol.

Paused Jobs

Continue
The output is continued.

Set Job to passive
The job is removed from the list of the active jobs and added to the folder of the passive jobs.

Delete Job
The job is deleted.

Passive Jobs

Activate Job
The job is removed from the list of the passive jobs and added to the folder of the active jobs.

Delete Job
The job is deleted.

Notification: To this job, a notification text can be entered. This information is shown if the job shall be output respective if it is selected.

Saved Jobs

Activate Job
The job is removed from the list of the output jobs and added to the folder of the passive or active jobs depending to the setup device.

Delete Job
The job is deleted.

Plot to File
Here you can determine if the job shall be output to a file.

Save as
Save job data into file before cut data processing.

8.4.7 Settings of the Plot Manager

Fig. 8.4-2: Optional parameters for the Plot-Manager

If the option is activated ***Plot Manager always on top***, the Plot Manager window remains always in the foreground.

If the option ***tooltips*** is activated, a short description to a dialog element is shown if the mouse pointer remains above the dialog element.

If the option ***view job preview*** is activated a preview of the output data is shown.

Command line parameters

If the Plot-Manager is started without parameters it checks all devices if there are jobs for processing.
If a job was found it is carried out. It stops if no jobs were found or if all jobs have been processed.

If, when calling up the parameter **!SPOOL!** is given, the Plot Manager remains active. It then has to be terminated manually with a right mouse click onto the symbol in the taskbar.

Hotfolder

With a Hotfolder a directory can be monitored. If a file is copied to the directory to be monitored one of the following actions is carried out automatically depending on the settings:

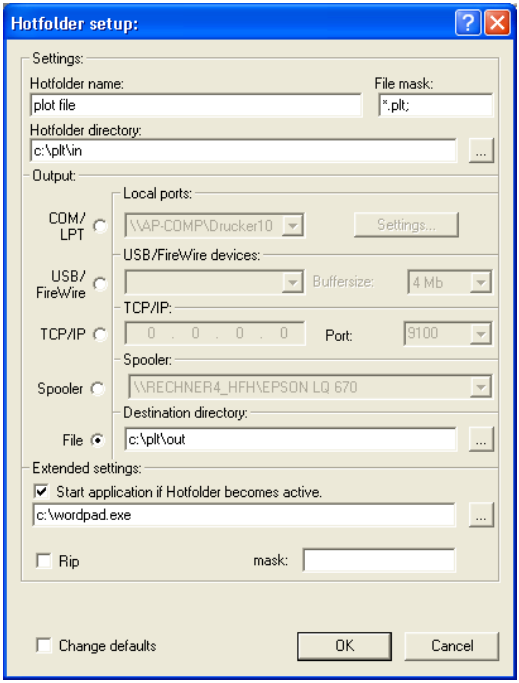


Fig. 8.4-3: Example for setup devices of a Hotfolder

Settings

Hotfolder name: here you have to enter the name of the Hotfolder

File mask: here, the file name ending are given, that shall be considered, for example *.plt.

Hotfolder directory: here, it is determined which directory the Hotfolder shall monitor.

Output

COM/LPT: the file is output to a local serial respective parallel port.

USB: the file is output to a USB device. A USB device is only shown if it is connected with the computer.

TCP/IP: the file is send to a TCP/IP address. With some addresses, you additionally have to enter the right port number.

Spooler: the file is output via a printer driver.

File: the file is copied to the output directory. An existing file with the same name is overwritten.

After having carried out the action, the input file is deleted.

Indication: if "file" is set as output, the application is started **after** *the copy. In all other cases, the application is started* ***before*** *the output.*

Extended Settings

Start application if Hotfolder becomes active: in addition, another application can be started that shall further process the input file to be processed. The file name is marked with %s.

RIP: only necessary if Pjannto RIP uses this Hotfolder as RIP Hotfolder.

*Mask: f*ormatting of the output file name: %File file name; date/time: %Y - %d_%H-%M-%S year/month/day: hour/second/minute

Change defaults: prevents that the user modifies the output parameters accidentally.

8.4.7.1 Device Options

In the ***Device Options*** window you can set - for each device which is listed in the Plot Manager - the following device options.

Note: This window will be enabled by clicking with the right mouse button on a device item and selecting the Options menu item.

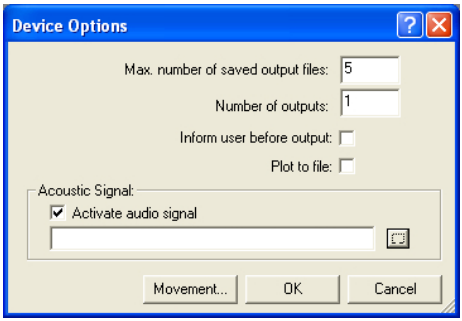


Fig. 8.4-4: Additional options for each device

Maximal number of saved output files

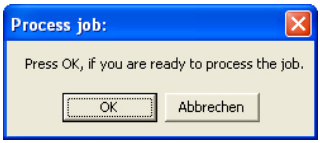
The registered value of this option limits the number of saved output jobs for this device in the history of stored files.

Number of outputs (of a Job)

The registered value of this option defines how often active Jobs will be given out.

Inform user before output

If this option is enabled, then a message window will be shown, before the outputting of each Job. This gives the user the opportunity to prepare the machine before the data output.



Plot to File

If this option is enabled, then the output is redirected to a file. Before writing the file to the ***Job Save As*** dialog is enabled.

Activate Sound Signal

If this option is enabled, then an individual sound signal will be given out before each output of a Job, in order to draw attention to the user.
A sound file in the WAV file format can be selected using the ... button.

The *Movement...* Button

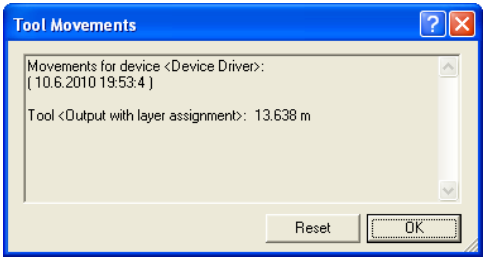


Fig. 8.4-5: Distances of the used tools

This feature tracks the distance (tool motion), from *every tool* of the activated output device in meters. In addition to the distance, date and time of each output are given.

9 Tips & Tricks - Trouble Shooting

Often, it is just a bagatelle that makes the "implementation" of new software difficult. Similar to a new machine, there are questions and problems with new software that often can be explained and solved easily. Therefore, we have explained a selection of questions that occur daily at our hotline- and support routine more closely.

9.1 Buffer Overflow Serial Port

The cutter cuts the first characters neatly and then starts to draw indefinable curves. **Tip 1**

With serial activation of the cutter, this is a typical buffer overflow problem and occurs if the protocol for the serial transfer is not set correctly. Most cutters are activated with the following parameters with a serial data transfer: *bits per second: 9600, data bits: 8, parity: none, stop bits: 1, protocol resp. flow control: hardware*

9.2 Output Size Mimaki

The output size on a Mimaki cutter does not correspond with the configured size but is more than twice as big. **Tip 2**

The Mimaki cutter of the CG series is delivered ex works with a plot resolution of 0.025 mm even if they can work with a resolution of 0.01 mm and do so internally. The drivers of CoCut are set to these „device"-resolution because the cutters can be activated faster and more accurate.
For the adjustment of this plot resolution you switch on the cutter, press the < button at the control panel and after the cutter has measured the roll you press the function key until "interface" appears in the display. Then, you press the ENTER key until you reach the menu item "Stepsize" and then the ^-button. The display now shows „0.01". Confirm the selection with ENTER and END.

9.3 Output Size Graphtec

The output size on my Graphtec cutter does not correspond with the configured size but is more than twice as big. **Tip 3**

Setting the step size:

In the GP-GL mode it is possible to set the minimal distance of the cutting knife's path to one of the following widths: 0.01 mm, 0.025 mm, 0.05 mm or 0.1 mm. The default setting is 0.1 mm. This value must be changed, if your program's driver uses another step size.

Step 1: Switch into the command mode "GP-GL".

Step 2: Press the enter key; the menu step size appears.

Step 3: Press , key to select the desired value (0.100 mm, 0.050 mm, 0.025 mm, or 0.010 mm) and confirm with enter key. Press (NEXT) or (PREV.) to

Schritt 3: Drücken Sie oder , um zwischen „0,100 mm“, „0,050 mm“, „0,025 mm“ oder „0,010 mm“ zu wählen, und danach zur Bestätigung die Eingabetaste . Drücken Sie (NEXT) oder (PREV.), to undo your selection.

Step 4: Press (PAUSE) key in order to cancel the PAUSE mode.

In the case of controlling the plotter from CoCut, the value of the step size must be set to 0.025. This is the resolution which is preconfigured in the drivers.

9.4 Computer without serial COM port

My computer provides no serial COM port, but a USB port. How can I connect my cutting plotter, which provides only a serial interface? **Tip 4**

In this case there is a computer accessory called - USB serial adapter- that provides one or more serial COM ports on one USB port.

Note: Not all adapters offered work properly, especially the use on 64-bit operating systems is sometimes not free from errors. It may be that different adapters must be tried.

9.5 Cutter Does Not Respond!

a. First check if you have selected the correct cutter driver and the correct port: for example <device name> at COM2 in the CoCut cutting dialog **Tip 5**

b. COM connection: Check if the parameters of the port are set correctly. To do so, call up the system control of Windows. In the device manager, select the corresponding connection, for example: COM.

Popular standard parameter are: *Baud: 9600, data bits: 8, parity: none, stop bit: 1, protocol / flow control: hardware*

The settings in the system control and at the cutter must be identical otherwise no or only faulty data transfer will take place.

c. USB connection: Check if the correct USB driver is installed for the device. The settings are in the Windows device manager under USB controller. The USB driver for the cutting cutter must be entered in this list otherwise no activation is possible.
If the USB driver does not appear there, install it from the delivered data carrier of your device.

d. Original cable: Check if you use the original cable recommended by the manufacturer. If this is not the case, there might be bigger problems during the data transfer. CoCut „communicates" during the data transfer with the cutter so that missing or faulty connected data cable with the cutter lead to input or output errors.

9.6 Buffer Overflow

The cutter reports „buffer overflow" or does not cut the whole job **Tip 6**

This is often because of an incorrect setting of the used protocol of the serial (COM) port. In most cases it is sufficient to set the protocol respective the flow control of the port to *hardware*.

9.7 Data Import From Apple Computers

Data import from Apple computers in CoCut **Tip 7**

When exporting Apple data you have to pay attention to some settings to have a perfect data export. All popular Apple compatible illustration and graphic applications can export EPS data. (Illustrator, Freehand, …)

1. For the contours, as line width only hairline (0.01 mm) must be entered.
2. No fillings should be transferred.
3. All texts must be converted to graphical objects. (text in curves)
4. Grouped or combined objects must not be available. (break up before)
5. Especially with the Freehand-export the export filter for the Illustrator-format must be selected.
6. As file name extension .eps should be used and you should not use umlauts as ü, ä, ü.

9.8 Typical Sources of Errors When Cutting

a) The foil is clamped too loose **Tip 8**

Consequence: the knive moves the foil during the cutting and the contour is not closed completely.

Remedy: when inserting the foil pay attention that the foil is clamped evenly and does not undulate.

b) The speed is too high

Consequence: small foil parts especially serifs and counters are unscrewed.

Remedy: reduce speed and lower the pressure.

c) The tool pressure is too high

Consequence: the release paper is also carved, character parts are unscrewed and parts of the release material get stuck at the characters. The weeding of the foil gets more difficult.

Remedy: reduce pressure and correct the depth of the knife if necessary.

d) The tool pressure is too low

Consequence: foil and adhesive were only partly cut through. The weeding is possible only with difficulty or not at all.

Remedy: increase the pressure and correct the depth of the knife if necessary.

e) The knife is set too deep

Consequence: foil, adhesive and release material were cut. Foil cannot be used any more.

Remedy: correct the setting of the depth of your **cutting knife**.

f) The knife is used up

Consequence: only the foil and not the adhesive is cut through.

Indication: when using standard foil the using up of the knife is little. When using reflection or sandblast foil the using up is much higher.

Remedy: use new original knife.

g) The characters were unscrewed

Consequence: The weeding border is possible only with difficulty. The unscrewed parts stick to the foil and cannot be detached any more.

Generally is presumed: the smaller the font size the thinner the foil must be; the adhesive force of the gluten is higher.

Remedy: reduce the speed and if necessary the tool pressure until this effect does not occur any more.

h) The release paper is also cut

Consequence: the release material sticks to the foil. The weeding is possible only with difficulty or not at all.

Remedy: correct the setting of the depths of the cutting knife and also reduce if necessary the tool pressure.

9.9 Plotter Via USB Is Not Working!

Error message: Cannot open interface! **Tipp 9**

Check first, if your cutter is listed in the ***Device Manager*** *(Control Panel / System / Hardware / Device Manager).* If not, reinstall the device driver as described in the plotter manual.

Check then, if the USB port for your cutter is selected in the CoCut ***Device Settings.*** You'll find the ***Device Settings*** window in the ***Settings*** / ***Common Settings*** / ***Devices*** menu.

Note: A USB cable should be no longer than 5 m without booster.

9.10 Summa Plotter Does Not Read Out!

Error message: Waiting for response... Cannot open interface... **Tip 10**

Check, if your plotter is set on the device language DMPL. If the cutter is set to HPGL, read out via cable is not possible.

9.11 The Values for Cutting Pressure And Speed Are Not Saved

After changing the values it is often forgottten to confirm the values. Please press the ... button beside the *Enter Material* field and enable the ***Save Material Data*** option. **Tip 11**

9.12 Error Message While Output into File

Error message: "Error for CreateFile" **Tip 12**

This error message is given out, if the access right ***Write*** for the *program folder* of CoCut is not set.

Relief: Enable ***write*** rights for the program folder.

9.13 Code is not accepted with Windows 7 or Vista (No Dongle)

Error message: Invalid code or after each program start the code must be entered again **Tip 13**

The program must be executed once with **aministrator** rights. Click with the right mouse button in the program menu on CoCut Standard 2011 and select **"E*xecute as administrator".***

9.13 Code is not accepted with Windows 7 or Vista (NoDongle)

Note: Don't change anything on the given activation data resp. license data.

Annex

A Driver List

New or updated drivers can be downloaded from
www.eurosystems.lu/driver/index.dml?sprache=eng.

Allen Datagraph

824	830	836
848	936	

Anagraph

ANA Express AE-101	ANA Express AE-101e	ANA Express AE-120
ANA Express AE-120e	ANA Express AE-60	ANA Express AE-60e
ANA Express AE-70	ANA Express AE-75e	

Aristo

AG 130 Signline	AG 50 Offline	AG 50 Signline
AG 600	AG 75 Signline	AG 75 Signline ABS
GL_TL		

Artsign

Artsign

ASC365

ASC365

Atlas

Atlas

Calcomp

Classic

Cogi

CA 1300	CA 730	CP 630
CT 1200	CT 630	E 1360
E 720	E 870	

Cole

CL1100	CL1350	CL720
CL870		

COPAM

CP-2500	CP-3050	CP-3500
CP-4050	CP-4500	

Creation

PCUT CR1080	PCUT CR1200	PCUT CR630
PCUT CR900	PCUT CS1080	PCUT CS1200
PCUT CS630	PCUT CS900	PCUT CT1000

PCUT CT1200
PCUT CT1300
PCUT CT1600
PCUT CT630
PCUT CT635
PCUT CT900
PCUT CTN1080E
PCUT CTN1200E
PCUT CTN1500
PCUT CTN630
PCUT CTN630E
PCUT CTN900
PCUT CTN900E

Creation HK

King Cut KCUT A1200
King Cut KCUT A24
King Cut KCUT A36
King Cut KCUT A48
King Cut KCUT A900
King Cut KCUT B24
King Cut KCUT B48
King Cut KCUT B900
King Cut KCUT CT1200
King Cut KCUT CT24
King Cut KCUT CT36
King Cut KCUT CT48
King Cut KCUT CT630
King Cut KCUT CT760
King Cut KCUT CT900

DAS

SmartCutter 12
SmartCutter 24

DCS

DCS-F300

Desay

XP-300P
XP-380P
XP-450P
XP-540P
XP-660P

DGI

Omega OM-100
Omega OM-130
Omega OM-150
Omega OM-40
Omega OM-60
Omega OM-70
Omega OM-80

Emblem

EC 120
EC 60

Encad

NovaCut Series

Foison

C12
C24
C48
CT-1200
CT-630
FS-24
FS-48
S24

GCC

Bengal BN-60
Bobcat BI-60
Expert 24
Expert 24 LX
Expert 52
Expert 52 LX
Expert Pro-132S
Expert Pro-60
Jaguar II 101
Jaguar II 132
Jaguar II 61
Jaguar III 101
Jaguar III 132
Jaguar III 183
Jaguar III 61
Jaguar IV 101
Jaguar IV 132
Jaguar IV 183
Jaguar IV 61
Jaguar JG 101S
Jaguar JG 132S
Jaguar JG 61
Jaguar JG 76S
Puma II 132
Puma II 60
Puma III 132
Puma III 60
Puma SP 132S
Puma SP 30
Puma SP 60
RX-101S
RX-132S
RX-183S

RX-61	Sable SB-60	SignPal GRC Series
SignPal LYNX S-132S	SignPal LYNX S-30	SignPal LYNX S-60
Ultra GRC-101S	Ultra GRC-132S	Ultra GRC-50
Ultra GRC-61	Ultra GRC-76S	

Gerber

EmbossTrack	Envision 375	Envision 750
FasTrack	FasTrack 1300	FasTrack 550
FasTrack 650	HS 15 /750	Odyssey
P2C 1200	P2C 1400	P2C 1400 Tangential
P2C 1600	P2C 1600 Tangential	P2C 600
Sprint/4B old	Sprint/4B Fastboard	Sprint/4B new

Grafityp

CSR	CSR Ecom 92	CSRTurboDMPL
Flatbed		

Graphtec

(HPGL) old	CE 1000-60 (HPGL)	CE 3000-120 (+USB)
CE 3000-40 (+USB)	CE 3000-60 (+USB)	CE 3000Mk2
CE 5000-120	CE 5000-40	CE 5000-60
CE 6000-120	CE 6000-40	CE 6000-60
Craft ROBO	Craft ROBO PRO II	FC Series (GPGL)
FC4100-100 (HPGL)	FC4100-130 (HPGL)	FC4100-75 (HPGL)
FC5100-100 (HPGL)	FC5100-130 (HPGL)	FC5100-75 (HPGL)
FC7000-100	FC7000-130	FC7000-160
FC7000-60	FC7000-75	FC8000-100
FC8000-130	FC8000-160	FC8000-60
FC8000-75	JX 1060 (HPGL)	JX 1130 (HPGL)
w/o perforation old	Sign Jet Series	

Helo

HSP 1360	HSP 360	HSP 720

Hengxing

Rabbit HX-1000	Rabbit HX-1120	Rabbit HX-1360
Rabbit HX-630	Rabbit HX-720	Rabbit HX-800
Rabbit HX-960		

Houston

100C DMPL	69C DMPL	

Ioline

Ioline	Artpro 3500	Artpro 3700
Artpro 4000	Classic	Signmaker 5000
SmarTrac I/S 110	SmarTrac I/S 130	SmarTrac I/S 60
SmarTrac I/S 85	Studio 7	Studio 8
Super 88		

Jiachen

JC-1100DS	JC-1100E	JC-1100H
JC-1350DS	JC-1350E	JC-1350H
JC-720DS	JC-720E	JC-850DS
JC-850E	JC-850H	

Kimoto

Freecut 130	Freecut 150	Freecut 60
Freecut 75		

LG Palopoli

MLP-24

Liyu

HC 1201	HC 751	HC 901
MC 631	MC 801	SC 1261
SC 631	SC 801	

Master

XP-300P	XP-380P	XP-450P
XP-540P	XP-660P	

Masterplot

Masterplot

MAX

CM-200

Mimaki

CG-100	CG-100EX	CG-100Lx
CG-100SR II	CG-100SR III	CG-101
CG-12	CG-121	CG-130 FX II
CG-130EX	CG-130FX	CG-130Lx
CG-130SR II	CG-130SR III	CG-160 FX II
CG-160FX	CG-45	CG-5
CG-50	CG-51	CG-6
CG-60EX	CG-60i	CG-60SR
CG-60SR II	CG-60SR III	CG-60st
CG-61	CG-75 FX II	CG-75FX
CG-9	CG-90i	CG-90SD
CJV-30-100	CJV-30-130	CJV-30-160
CJV-30-60	ME 500	ME 650
MY CUT		

Mutoh

Junior 24	Kona 1400	Kona 1650
Kona 760	MC-1000	MC-1000S
MC-1300	MC-1300S	MC-1650
MC-650S	MC-750S	SC Series
SC-1000E	SC-1300E	SC-550

SC-650E	SC-750E	TC-1000
TC-1300	TC-650	TC-750
Ultima SC 1400D	XP-1251C	XP-521C
XP-621C	XP-941C	

New Star

Omega OM-100	Omega OM-130	Omega OM-150
Omega OM-40	Omega OM-60	Omega OM-70
Omega OM-80		

ORXYZ

Elite	HX-Series	JML-Series
LX-Series	OR-Series	

Pericut

1000	1000/1300 IT (Transfer)	1300
901	901/1000/1300	

PERITEC

1000/1200

Redsail

RS1120C	RS1360C	RS720C
RS800C		

Refine

EH-1101	EH-1351	EH-721
EH-871	MH-1101	MH-1351
MH-721	MH-871	

Roland

CJ-500	CM 12	CM 24
CM 300	CM 400	CM 500
CX 12	CX 24	CX-300
CX-400	CX-500	EGX-350
GX-24	GX-300	GX-400
GX-500	GX-640	PC 50
PC 60	PNC 1000	PNC 1100
PNC 1200	PNC 1210	PNC 1410
PNC 1800	PNC 1850	PNC 1860
PNC 2100	PNC 2300	PNC 2700
PNC 5000	PNC 900	PNC 910
PNC 950	PNC 960	SP-300 (USB)
SP-300 (USB) Print & Cut	SP-540	SP-540 Print & Cut

Secabo

C120	C40	C60
C60 II	S120	S160
S60		

Seiki Tech

SK-1100H	SK-1100T	SK-1350H
SK-1350T	SK-720H	SK-720T
SK-850H	SK-850T	SK-870T

Silhouette

Cameo

Summa

S-Class 2 S120 D	S-Class 2 S120 T	S-Class 2 S120 TA
S-Class 2 S140 D	S-Class 2 S140 T	S-Class 2 S140 TA
S-Class 2 S160 D	S-Class 2 S160 T	S-Class 2 S160 TA
S-Class 2 S75 D	S-Class 2 S75 T	S-Class 2 S75 TA
S-Class S120 D	S-Class S120 T	S-Class S120 TA
S-Class S140 D	S-Class S140 T	S-Class S140 TA
S-Class S160 D	S-Class S160 T	S-Class S160 TA
S-Class S75 D	S-Class S75 T	S-Class S75 TA
SummaCut D1020	SummaCut D120 / D120 SE	SummaCut D120R
SummaCut D1220	SummaCut D140	SummaCut D140R
SummaCut D15	SummaCut D160R	SummaCut D500
SummaCut D520	SummaCut D60 / D60 SE	SummaCut D60R
SummaCut D60R FX	SummaCut D620	SummaCut D760
SummaSign Pro D-Series	SummaSign Pro D1010	SummaSign Pro D1300
SummaSign Pro D1400	SummaSign Pro D1600 SL	SummaSign Pro D610
SummaSign Pro D750	SummaSign Pro T 750	SummaSign Pro T-Series
SummaSign Pro T1010	SummaSign Pro T1300	SummaSign Pro T610
SummaSign T 1400 Pro	SummaSign T 1600 Pro SL	SummaSign T1010A
SummaSign T600		

Summagraphics

D1000	T1000

Technoplot

Millennium T 610 Pro	Millennium T 750 Pro

Universal Drivers

DMPL 0.025	HPGL 0.01	HPGL 0.025
HPGL 0.05	HPGL/2	

USCutter

MH-1101	MH-1351	MH-721

Vinyl Express

Bobcat	Lynx	Panther I 24
Panther I 30	Panther I 40	Panther I 50
Panther II 24	Panther II 30	Panther II 40
Panther II 50	Panther III 24	Panther III 30
Panther III 40	Panther III 50	Puma I
Puma II	Q Series 100	Q Series 130
Q Series 160	Q Series 24	Q Series 30

Q Series 42	Q Series 54	Q Series 60
Q Series 64	Q Series 75	Qe60
Qe60+	R Series 19	R Series 24
R Series 31	R Series 39	R Series 44
R Series 53	ULTRA 24	ULTRA 30
ULTRA 40	ULTRA 50	

VyTek

GEM40	GEM54

B Dictionary of Technical Terms

Active and Passive Jobs — Active jobs are those that are being cut. Passive jobs are waiting in the queue for output.

Additional Programs — Additional programs are program modules or stand-alone programs that are part of the delivery.

Auto Import Plug-Ins — Auto import plug-ins are used to automatically import data from other programs - without intermediate steps.

Automatic Contour Pen Conversion — This feature means that before the data is transferred the software 'looks' for objects with the attribute 'contour'. If so, the user can decide whether the contour is to be converted or not. If the contour should be converted, then a vector object with the width of the contour is automatically generated!

Bitmap Functions — Bitmaps are pixel images or photos. Bitmap functions means all functions which are not vector tools like node editing, and which are only applicable on bitmaps.

By Color — This is a welding function, which deletes all surfaces, which are covered by overlying colors.

CMX Data Transfer — CMX data transfer means the handing over of data using CorelDRAW's CMX data format. CorelDRAW had created this format in order to ensure the exchange of data within the Corel program families. CMX is a public data format and is used for the exchange of data. This has the advantage compared to EPS, that Corel specific types of data can be copied 1:1, without making a conversion of the format.

Cap Height Setting — Cap height is the typographical correct unit of capital letters. The text editor uses this unit by default when calculating the font size.

Circular Text — Is a special feature of the text editor with that text blocks can be placed on or in a circle.

Clipart Tab — Cliparts are job-similar files - often logos or patterns - which are useful for the design of an output job. The clipart tab is a sub-tab of the Sidebar, with that the cliparts can be managed.

Clone — This function is usually used when creating labels and series. Changes at the control object are transferred to

all clone objects.

Close Objects (Automatically)

When importing DXF or HPGL data, many or all objects are not closed. On a cutter only closed objects can be processed reasonable. This function will automatically close all vector objects. In the basic settings the threshold for the closing of objects can be changed.

Contour Line (Print & Cut)

Unlike the outline / inline bitmaps are here provided with a vector contour. This function is regularly needed in the creation of labels and stickers.

Create / Edit Text Block

Text blocks are blocks of text that can be used more frequently because they appear identical or similar in many jobs - such as your address. With the PhraseWriter arbitrary blocks of text can be created and modified as needed.

Cut Out Region

Is a bitmap function which provides the tracing of parts of a bitmap. You can cut out any vector form out of a bitmap.

Device Control

This section deals with device control functions on the output side.

Digitize Mode

This feature means a drawing tool, that similar to digitizing tablet with a magnifier, draws nodes on the working sheet.

Dongle Protection

A dongle is a hardware copy protection that is stuck on the USB port of the computer to make run the software. The dongle protects producers against unauthorized copying of its software and at the same time it protects the investment of the buyer, since its competitors do not get the software free of charge. Thus from dongle protection both sides benefit - producers and buyers.

Drill Holes

Drill holes is a special drawing tool, that marks the position of a drill hole, using a crosshair cursor. If the connected machine is capable of producing drill holes, then the position is transmitted to the device driver.

Driver

Driver means device driver, which the post-processor uses for output. In the driver, the device-specific tools

	and their parameters are defined.
Files Tab	Is a sub-element of the Sidebar, with that Jobs can be managed. Job is the file extension, which is used from EuroCUT.
Flatbed Cutter	All cutters that have a flatbed as a cutting surface.
Folder Monitoring	This function means that the software monitors a selected folder on hard disk or network. Every time when a change in the monitored folder occurs - by saving or deleting of jobs - the thumbnail gets updated.
Fontmanager	The Fontmanager manages fonts in databases. The advantage of this method is that the database can be copied from one computer to another and thus the same set of fonts is available on both computers.
Full Surface	Is a welding function, which underfills objects in one color, whose surfaces overlap another. The partially hidden objects are treated in a way, that they are underlaying all overlying objects.
Hatching	In this milling method the area, which should be removed, is provided with a hatching. The area gets removed along the hatching using the milling tool.
Hotfolder Management	A folder can be defined as a so-called hot folder. All output jobs that are stored in this directory are supplied to the output.
Job Calculation	The Job Calculation means a function with that preliminary costing can be done easily. This function is particularly well suited for calculating charges of material costs.
Job Info	The Job Info can - referring to each job - save additional information such as order number, customer address, material, time spent, a. s. o..
Job Rerun	Any job that is still in the job history can be cut again identically. The actual to the machine transmitted data is stored. All parameters are given out into the output file.
Laser Engraver	Name for all devices which don't use an engraving needle but a laser unit.

	× - This device type is supported by the software suite OptiScout. Full info at: www.optiscout.com
Layer Tab	Is a sub-element of the Sidebar, with that layers can be managed. Layers are color levels which determine and control output order and tool parameters - besides object position.
Material Display	Each color layer can be assigned a specific material with an exact material description. The assigned material is displayed before the output in the Job Calculation, Job Info and the layer itself.
Milling & Engraving	This rubric lists the specific functions and tools which were implemented for milling and engraving.
Monitor Output Process	With monitoring, we mean that the output process can be suspended, stopped and continued. Active jobs can be switched to passive and if necessary be re-activated.
Multi Inline	In this milling method the area, which should be removed, is provided with multiple Inlines. The area gets removed along the inlines - from outside to inside.
Multi Port Support	With this we mean that all ports on a given computer - which are suitable for the issue - can be used. Typically, these are all COM and USB ports.
Multi User Versions Available	For every main license multi-user version can be purchased. The additional versions here have the same serial number as the main license.
Multi-functional Cutter	Multi-functional cutters are devices which can use various tool heads beside a cutting tool head. They are, for example, oscillating knives, spindles, and hemming tools.
	× - This device type is supported by the software suite OptiScout. Full info at: www.optiscout.com
Node Editing	Main tool for the creation and editing of vector objects.
Objects Tab	Is an sub-element of the Sidebar with that objects can be managed. A large number of object attributes such as visible / invisible, do not output, do not print, can be

	individually defined for each object.
Open Trimming	Is a welding function, which creates open vector objects, after they were separated at their intersections.
Optimization	Targets of the optimization are: diminishing of rejection rate, material saving, time saving, optimization and shortening of job preparation. The optimizing of objects can be done on the working sheet or in the output preview. The objects are sorted so that the material consumption, without nesting of objects, is minimized.
Outline / Inline	Outline is a special function, where vector object is contoured automatically with a contour in a predefined distance. In contrast to the contour line, the outline creates - in case of internal objects - so called Inlines.
Parallel Device Output	This function can simultaneously provide data on multiple machines, which are connected to a computer, if sufficient computing power on the PC is given.
PhotoCUT	PhotoCUT is a program module which can convert halftone drafts into vector stripes. The so generated vector stripes can be cutted on each usual cutting plotter and, generate - with the appropriate viewing distance - one photo-like effect.
PhraseWriter	The PhraseWriter is a program module for the management and use of text blocks. It is automatically started at startup and is accessible at any time using the right mouse button context menu. The specified text block is selected and then inserted and displayed on the desktop.
Plot Manager	The Plot Manager is a separate program module, which 'background' controls and monitors the output of the data on the selected device.
Plot Server Function (TCP/IP)	A computer at which multiple output devices are connected can act as a plot server. The data transfer can take place via the network using TCP / IP. Assuming the appropriate licenses, any number of client computers can give out on the plot server devices.
Plot to File	The output of the plot data can be redirected to a file. The user only has to activate the appropriate option in the output dialog.

Posterize

Posterize is a bitmap function which performs a reduction on any number of color hues per color layer.

Preview *.CDR and *.CMX

The files tab can display besides *.JOB also contents of *.CDR and *.CMX files (CorelDRAW formats).

Productivity Tools

Productivity tools are special tools, which - because of their workings - enhance the productivity of sign making processes. These are usually such tools, which distinguish a cutting software from illustration programs such as Illustrator and CorelDRAW.

Program Type

This section summarizes certain criteria which characterize the use of the program.

Reference Job (*.JRF)

In a so-called Reference Job the environment, the tool parameters and the device drivers are stored. In this way, it is possible to output the job in an identical manner as many times as wished.

Register Mark

Is a special drawing tool, with that marks, for the making of multi-colored foil signages, are drawn. This register marks can consist of a cut-through or a filled square and are positioned by the user to the desired position on the output job. While the output these registration marks are always cutted at the same position on the vinyl (layer independently), so then the precise assembly of various colors is possible.

Roll Cutter

Roll cutter means all cutting plotters, which can only handle material rolls.

Screen Printing

Is a welding function, which allows the changing of the color stack. Thus, the order of the colored vinyls can be re-sorted - interactively - from light to dark.

Segmentation with Overlap

Segmentation is always necessary when the job is larger i.e. longer or wider than the connected device is able to plot. The overlap is necessary when the individual segments are to be completed to a whole again. Joining otherwise would lead to undesired white gaps.

Sidebar

Sidebar means a movable control element that can be made visible on the desktop. The individual sub-elements are activated by clicking so-called 'tabs'.

Sort with Simulation

In this function, all objects are sorted according to a certain criterion. For some output devices such as lasers

	or milling machines the sequential processing of the objects is important. Therefore, the output can be simulated and the collation can be adapted to the requirements of the output device.
Space (1/1, 1/2, 1/4, 1/8)	Special function with that micro-typographical-correct spaces (keyword: em quad) and thus word / letter spacing can be generated. These special spaces can be directly entered via the keyboard.
Spool Function	When the Plot Manager is activated with the parameter !SPOOL!, it runs independently without starting the main program. Output data can be activated and given out via Drag & Drop.
Spot Colors Definable	Spot colors are color layers, which are defined in a way that color values are additionally given out. Some hybrid devices and RIPs use spot color values for the control of output processes. When printing the corresponding color plates are given out.
Stacking	Stacking means that at first as many objects are positioned adjacent as will fit on the material. The following objects are then positioned above it. This process is repeated until all objects are positioned on the material.
Stand-alone Software	"Stand-alone" means that this program can be used without any other so-called host program. It has all the tools that are needed for the design, layout, and the output of jobs.
Start Tool Paths	When milling and laser engraving it often happens that immersion traces are visible at the start point of an object. To ensure that the quality of the objects which are milled is not affected, the start point can be laid outside the object. This task is performed by so-called start tool paths.
Status Display Material Consumption	In the output preview at the bottom of the window is a status line where the material consumption of the job is displayed in square meters. Since this happens before the output, this feature can also be used to order exactly as much of a material as is required currently for the job.
Symmetrical Object	This is a tool that can create stars and polygons. With it the initial shape (circle, ellipse) and the number of edges can be specified. With its own drawing tool then the symmetric objects on the desktop are drawn.

Templates (*.JTP)	Templates or patterns are jobs which have no name (untitled) when opened. Templates can always be created if they can serve as an example for other similar jobs. The advantage is that the working sheet and layout are predefined.
Test Run	Before the actual output a so-called test drive can be carried out to examine whether, for example, the material is sufficient. During the test run the raised tool head moves along the vectors.
Text Editor	Text editor means program functions that include all the tools necessary for professional capturing and editing texts. Typographic special tools that are essential for signmaking were implemented.
Text Import (*.TXT, *.RTF, *.ECT)	External texts can be imported directly into the so-called text box, with the above formats being used. For formatted text the RTF format must be used. It can be saved from every professional word processing program.
Thumbnail Preview	Thumbnails are small low-resolution pixel previews of file contents. All in the selected folder located files will be - by means of the thumbnail preview - visible and manageable.
Tool Parametrization	Means that specific settings for a tool can be done by the user. This can be values for speed, drive, depth, angle, pressure, acceleration or other parameters. The device driver provides the parameter fields. The user can edit corresponding parameter values before the output on the device.
Tool Assignment	To each color layer a specific tool can be assigned. This makes creation and processing of jobs much easier. The selected device driver provides all possible tools. The assignment itself can be done by the user individually.
Track Logging	For each tool the distance will be recorded. In addition, the date, time and device names are stored.
Trimming	Is a welding function, which separates closed vector objects using lines or curves. The resulting partial objects are re-closed then automatically.
TrueType, Type 1 and BE Fonts	These 3 font formats can be managed with a font manager i. e. add, enable and disable.

URW BE Fonts The BE-type format was created by the company URW. The BE-format is a vector font format that was shipped with SIGNUS systems.

Vectorization, Tracing Vectorization means the conversion of bitmaps (pixel images) to vector contours.

Video Marks (Print & Cut) Video marks are marks that can be detected by cutters with optical sensors or cameras to compensate for inaccuracies of the print result. In the print and cut process they are used also for the contouring of print objects.

Wait After Segment If a job has to be segmented, then the user receives this option with the ability to re-equip the machine before the next segment is processed. By means of a message window the process can be continued at any time.

Weeding Lines horiz. / vert. In addition to the global weeding frame, which is generated around the entire output job, individual weeding lines can be added horizontally or vertically in the output preview. Large, bulky jobs can thus be divided.

Welding Welding functions are needed for the treatment of overlapping of layers or vinyls. These functions are in the signmaking and screen printing department essential for the processing of vinyls.

C Glossary

Additive color system The ~ is based on mixing the additive, luminous spectral colors red, green and blue (RGB), for example in color TVs or color monitors

Adjustment Modification of the distance between two adjacent characters so that a harmonic type face is being created. This is reached by correcting the character - or word distance. With distances below 100% you speak of kerning and with values above 100% of spacing out.

Adjustment handles ~ are the 9 black squares that are drawn around the object and in the middle when marking objects.

Antialiasing Edge smoothing with bitmaps

Application tape Foil that is used to apply the cut foil after the weeding on the lettering area. The adhesive force must be strong enough so that the text - even the tiniest letters - can be released from the substrate without problems. After application, the ~ must also be released without problems.

Ascender Term for the part of a character that extends above the middle length.

Backup Data backup

Bit-depth also shade ~ is the mathematically possible number of colors with a specific number of bits, for example:
1 bit color depth = 2^1 = 2 possible colors (black/white)
8 bit color depth = 2^8 = 256 possible colors/shades of gray
24 bit color depth = 2^{24} = 16.8 millions possible colors

Bitmap Pixel-graphic

Bold Font that a bit thicker than the standard typeface.

Byte Smallest addressable unit in the computer memory, consisting of 8 bits.

Calibration Adaptation of printer, monitor, cutter or adaptation to desired values.

Cap height This is the height of the capital letters, the capitals. As measurement usually the height of the letter „H” from the font line to the top edge of the character is used.

Center justification A break justification where the text block is justified at the same time on the left and on the right side. To do this, the word space within a text line is varied (usually extended) so that on

	the left and right side a clean text edge is created. This is not only applied for the the last line of a break. compare also: forced block
Clipart(s)	~ are jobs or job parts that were added to the Clipart toolbar . They are saved in a separate directory. (C:\Program Files\EUROSYSTEMS\CoCut Standard 2011\CLIP)
Clipboard	~ is used for temporary storage in Windows. The ~ is used to exchange data fast between applications.
CMYK	Cyan, magenta, yellow, contrast (key, black) Standard colors for the four-color printing.
CMYK-color area	~ is the total number of colors that can be displayed by the colors used when printing (CMYK).
Color depth	~ is the number of possible color tones that can be recognized by a scanner or reproduced on a color monitor.
Container	A container - more exactly an image or text container - is a vector object, that similar to a real container can take up arbitrary image data or texts. In conjunction with macro scripts contents can be exchanged semi-automatically or automatically.
Context menu	Context menus are called so because the structure adapts and changes depending on the number and type of the selected objects (context). Context menus are always activated with the right mouse button. They serve for the faster access to important functions and tools and also to those functions that cannot be activated via the main menu.
Contrast	Contrast; range of brightness between bright and dark parts of a picture.
Cursor	~ is the blinking, vertical line in an editable field.
Decoration	Accentuation of text parts by modification of the text attributes, for example **bold**, *italic*.
Descender	This is the part of a character that protrudes below the font line.
Desktop	The area besides the working surface that can be used for the draft. It is comparable to a desk on which are the tools.
Digitalization	Conversion of a picture template into a digital form. The capture is done point for point or line by line by means of a digitalization tablet or by reading the template with a scanner.
Dongle	

	Means the copyright that is part of the scope of delivery of CoCut. It is inserted in the USB interface of your computer. Without ~ the software cannot be started.
Download	Downloading applications or files from the internet to your computer.
DPI	Acronym for **D**ots **P**er **I**nch; resolution fineness (1 inch = 2.54 cm)
EPS	Acronym for „**E**ncapsulated **P**ostscript **F**ormat". In this file format the text and picture information is saved in the page description language postscript. This format also contains besides text and raster data also a preview bitmap which allows displaying a copy of the data on the screen.
Foil	Two production processes are common: calendaring and casting. Cast foil is created without drawing frame and thus has a lesser shrinking tendency. The costs are usually higher than with calendared foil. Calendared is cheaper, has a shorter period of usage and shrinks more. Cutting foils are built in three layers: 1. Substrate; the lowest layer 2. Gluten layer; is between the foil and the substrate 3. the foil itself.
Font	Type cut within a type face in digital form. Most type faces have the fonts normal, bold, italic and bold-italic. Often, the font is used for the same type face. Correct would be that each cut is a separate font.
Font line	~ is a thought line on which the characters of a row are standing. Even if different font types and font sizes are used in a row, all characters must stand on a common font line.
Font size	~ is the size of a font. It corresponds to the block height, which means it also comprises the ascender and descender as well as a certain space above and below the characters.
Forced justification	Justification where all text lines - also the last- are adapted to the width of the column or the working area. In CoCut this justification is called „force justification".
Gamma correction	The ~ is a method for the correction of color graduation considering the perception of the human eye if there are two adjoining areas of different color.
Group	Combination of arbitrarily many objects to a group. The position of the objects itself does not change any more within the group.

Halftone image(s) ~ are pictures which contain shades of gray or hues. The tonal value between pure white and pure black is called halftone.

Hotfolder A Hotfolder is a directory monitored by the Plot-Manager. If a file is copied into this directory, the Plot-Manager carries out automatically specific configurable functions.

Inch Measurement unit for the length
1 Inch = 2.54 cm

Job File-ending of CoCut; name for CoCut file

Justification Alignment of a text block on the working area. CoCut offers justification left-aligned, right-aligned, centered, center justification, forced center justification and adjust cap height.

Kerning If two characters stand closer together than it would correspond to their standard thickness, you speak of ~. With character combinations as for example „Te" you have a balanced type face.

Laminating Covering with transparent plastic films.

Live-Update Updating of software via the internet.

Macro A ~ automates program flows. The automation can thereby be realized with the program's own commands or a macro language.

Marking function ~ means marking objects by keeping pressed the left mouse button, then drawing a frame around the objects to be marked and letting go the mouse button only if all objects to be marked are completely within the frame.

Process colors Printing scale of colors for four-color-printing with cyan, yellow, magenta and black (key). By mixing these colors, it is possible to print all colors.

Profile The appearance of program surfaces is called ~. The shown tools and menu items can be individually adjusted to the user. Intention is to simplify the user interface.

Raster Image Processor short: RIP - Software that rasterizes vector data and controls the printing on a large format printer.

Resolution Number of pixels per track unit. It is indicated in dpi (dots per inch). Laser printers have a resolution from 600 to 1200 dpi.

Scan resolution Fineness of the resolution when scanning analogue images
Formula:
Resolution (in DPI) = printing length (L/cm) x 2 (quality factor) x

	enlargement factor x 2.54 (when converting from cm into inch)
Subsidiary line	These are lines for the virtual alignment of objects on the working area or the desktop. Subsidiary lines are only visible on the monitor are neither plotted nor output on the printer.
Superscript	The characters are set higher than the characters standing on the baseline. They usually have a bit smaller font size than the basic font.
Toolbar	can be freely moved and positioned on the working area of an application. Often, also the composition of the tools can be defined.
Trapping	A small overlapping zone at the limit of superposed colored elements. This ~ guaranteed that no white gaps occur at the color borders. The overlapping can happen through overfilling or underfilling.
Upload	Upload is the sending of files or applications to a networked server
Weeding	means the removal of unnecessary foil parts after the cutting with a cutting plotter.
White gaps	~ are the gaps on the edges of overlapping or abutting color or foil areas. Disadvantageous especially with silk-screens or when printing.
x-height	Height of the lower case/character „x” respective the lower case without the ascender of a font.

D Imprint

Comment to the production:

This manual was created with our own document system.

Used font family: Arial

English version:
Heidi Hansen, Peter Bettendorf
RCS Systemsteuerungen GmbH

Date: 04/18/14

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Weeding lines 60, 61, 62, 91, 96, 97, 144

Welding 136, 138, 140, 141, 143, 144

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